SEPTEMBER 2020
GPOSERS
ジーポーザーズ
WONDROUS
tales
VOLUME
24

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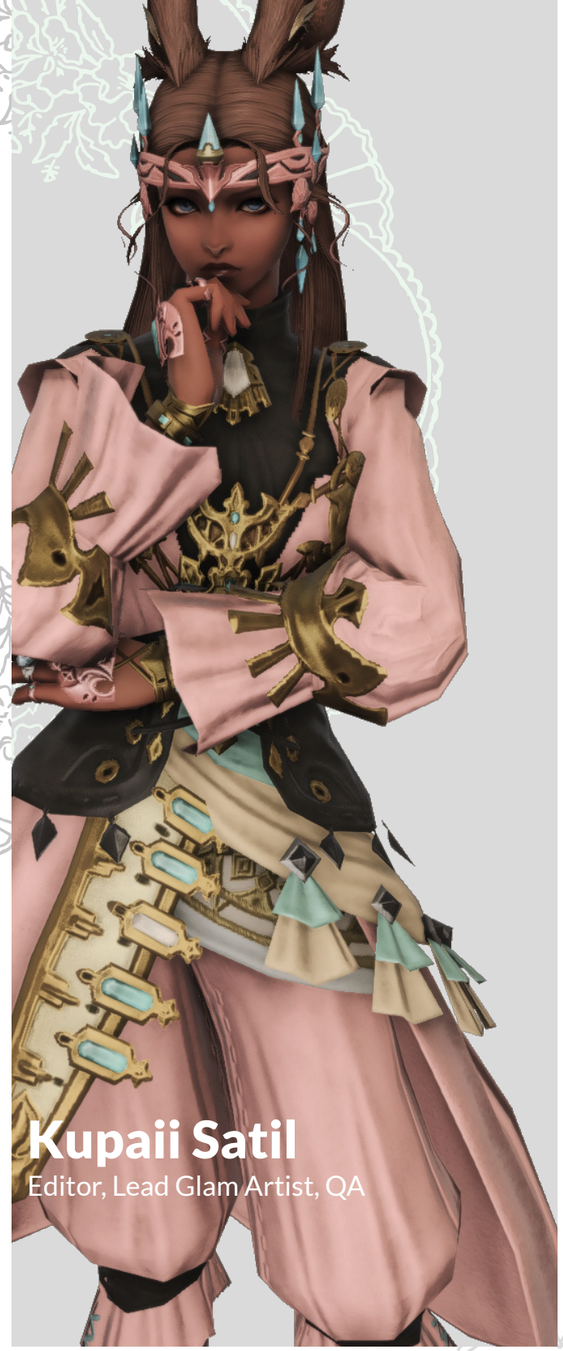

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Staff credits

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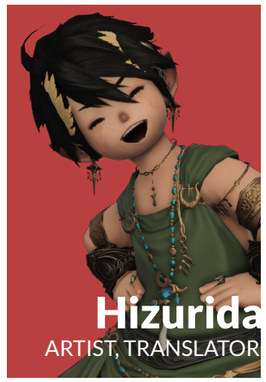
Once upon a time, there was a faraway land called Eorzea. There lived a group of friends of all races and sizes, and tricks and talents, who wish to share their adventures for all the world to see.



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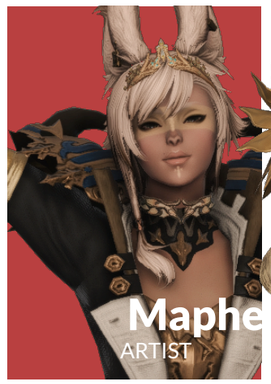

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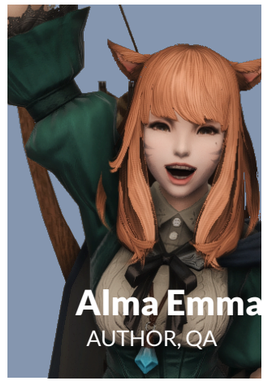

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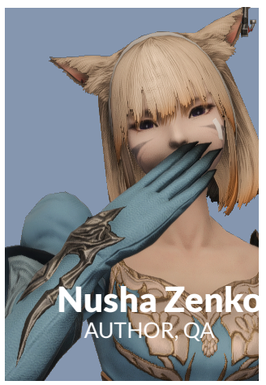

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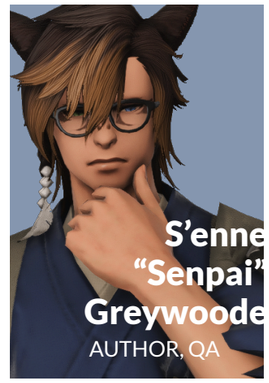

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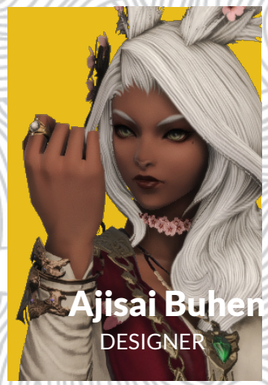

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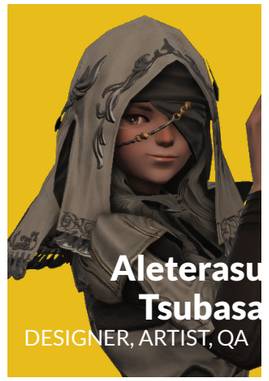

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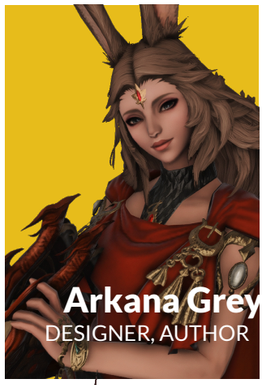

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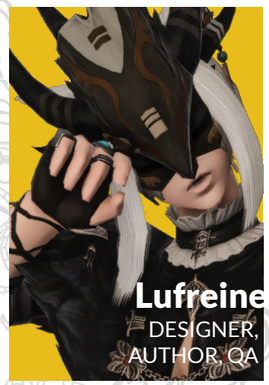

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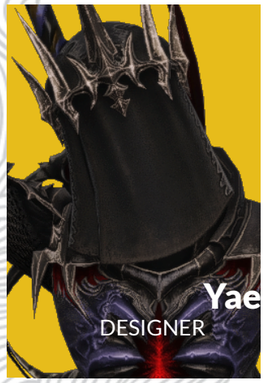
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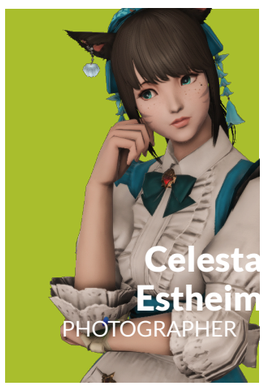
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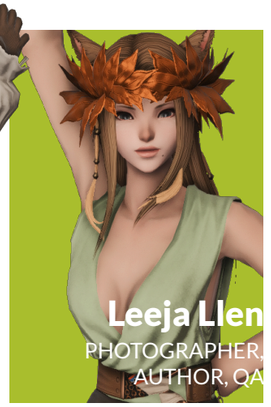
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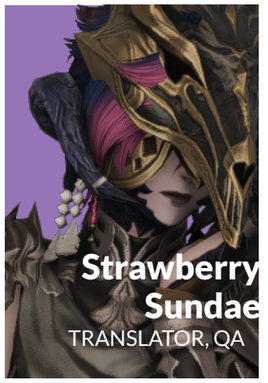
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THANK YOU
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Ruri Valeth
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Moh
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FOR MONTHLY REWARDS!!!!

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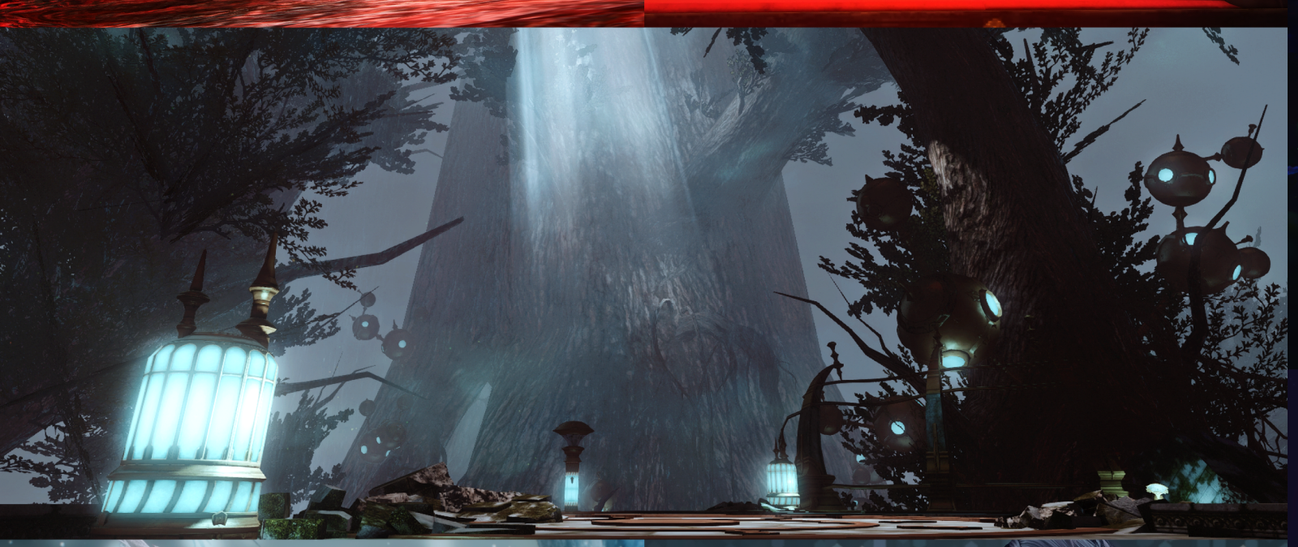

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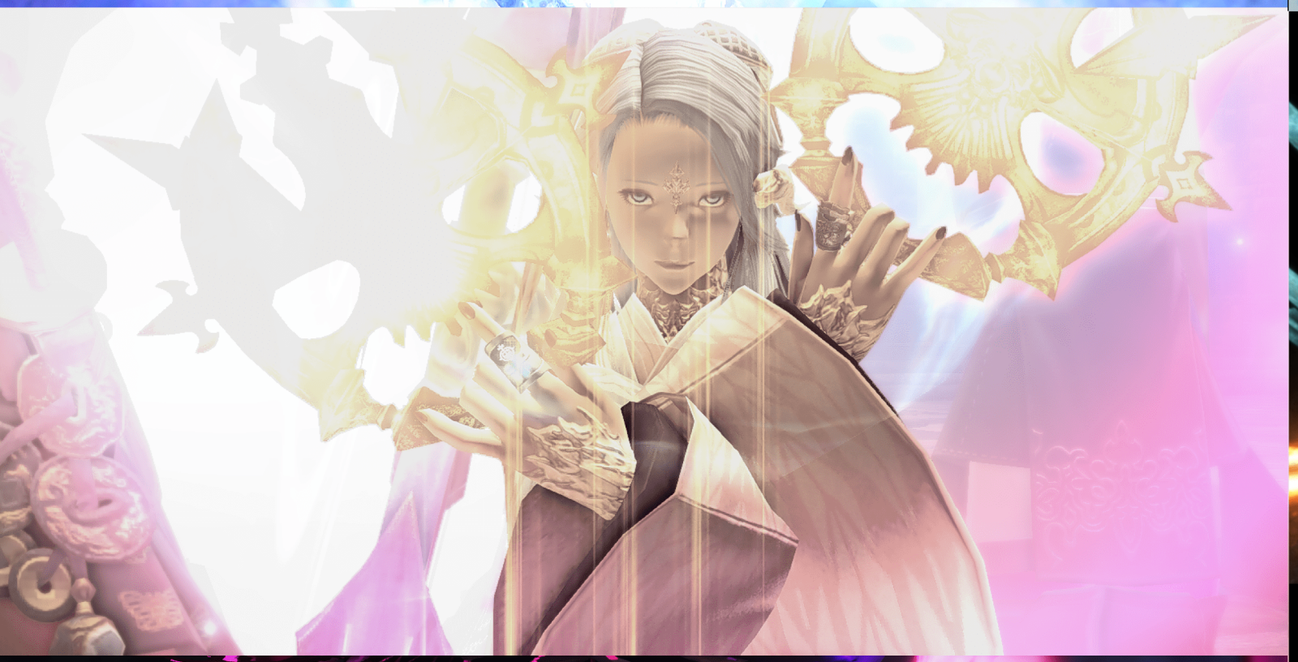

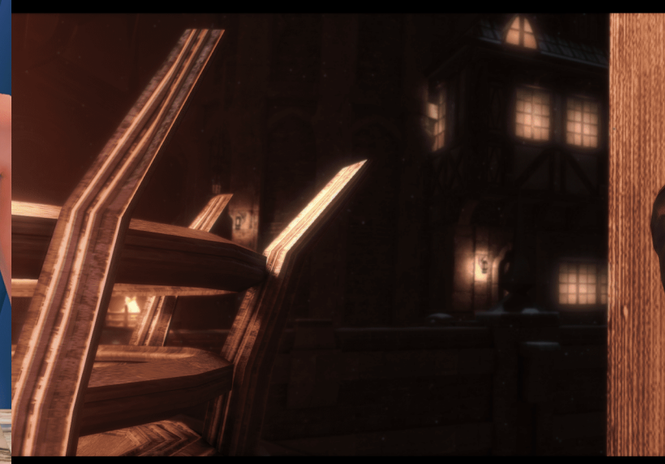

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GPOSERS COMMUNITY COUTURE PRESENTS

WONDROUS tales

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A WOLF IN GRANDMA'S CLOTHING

Little Red is too late to save her grandmother, but is she so naive to believe the Big Bad Wolf? "Grandmother, what big teeth you have!" cried Little Red.

"All the better to eat you up with, my dear."

GEAR LIST
FOR A WOLF IN GRANDMA'S CLOTHING

MAIN HAND: TONBERRY KNIFE
Obtained: FFXIV Online Store

HEAD: FLOWER CROWN
Dye: Bone White
Obtained: FFXIV Online Store

CHEST: CRESCENT MOON NIGHTGOWN
Dye: Bone White
Obtained: Crafted (WVR Lvl. 50)

GLOVES: CLAWS OF THE BEAST
Obtained: Gold Saucer Attendant
(30,000 MGP)

PANTS: CRESCENT MOON BOTTOMS
Dye: Bone White
Obtained: Crafted (WVR Lvl. 50)

SHOES: CRESCENT MOON SLIPPERS
Dye: Bone White
Obtained: Crafted (WVR Lvl. 50)

RING 2: ETERNITY RING
Obtained: FFXIV Online Store

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The God of Wine

Dionysus

BY PRIAM HAWKE
FROM EXODUS

Twitter: @_nocturnalsect_

Although Dionysus is commonly associated with wine, wine-making, and festivities, he is also a deity connected to agriculture and nature. It is easy to imagine him frolicking in the grape fields and giving his blessings to farmers for a bountiful harvest. After all, what kind of god would he be if he let precious wine go scarce in the land?

GEAR LIST
FOR DIONYSUS

MAIN HAND: INGRIMM
OBTAINED: RESISTANCE WEAPONS SAGA

HEAD: SERPENT ELITE'S CIRCLET
OBTAINED: HUNT BILLMASTER - NEW GRIDANIA (600 ALLIED SEALS)

CHEST: STAR VELVET HIMATION OF HEALING
DYE: MARSH GREEN
OBTAINED: CRAFTED (WVR LVL. 60)

GLOVES: STAR VELVET
LONG GLOVES OF HEALING
DYE: BARK BROWN
OBTAINED: CRAFTED (WVR LVL. 60)

PANTS: THE EMPEROR'S NEW BREECHES
OBTAINED: GOBERIN - WESTERN THANALAN - VESPER BAY (57 GIL)

SHOES: REPUBLICAN MEDICUS'S CALLIGAE
DYE: BARK BROWN
OBTAINED: STORM SERGEANT - WOLVES' DEN PIER (1,500 WOLF MARKS)

Geirskogul The Valkyrie

BY LILITH LOVECRAFT
FROM BALMUNG

Twitter: @Austere_Rose

Become one of the six Valkyries ready to ride to Valhalla in this glamour. Valkyries were female warriors who chose who may die in battle and those who may live. Geirskogul brandished a great spear—her name means “spear-skogul”

GEAR LIST
FOR GEIRSKOGUL THE VALKYRIE

MAIN HAND: FAE SPEAR
Dye: Aldgoat Brown
Obtained: Dohn Mheg

HEAD: HIGH STEEL HELM OF MAIMING
Dye: Aldgoat Brown
Obtained: Norlaise - Ishgard - The Pillars (19,994 Gil)

CHEST: HALONE'S MAIL OF MAIMING
Dye: Snow White
Obtained: Storm Private - Wolves' Den Pier (2,000 Wolf Marks)

GLOVES: CHROMITE GAUNTLETS OF MAIMING
Dye: Aldgoat Brown
Obtained: Crafted (ARM Lvl. 70)

PANTS: SOUTHERN SEAS SKIRT
Dye: Snow White
Obtained: Crafted (WVR Lvl. 80)

SHOES: HIGH STEEL SOLLERETS OF MAIMING
Dye: Aldgoat Brown
Obtained: Crafted (ARM Lvl. 63) / Blue Merchant - The Ruby Sea - Tamamizu (20,778 Gil)

Headless Horseman

BY PENNY SNOWFLAKE
FROM LICH

I may have lost my head, but I am on the search for it. This glamour was inspired by the Headless Horseman and how Odin reminded me of the legend.

GEAR LIST
FOR THE HEADLESS HORSEMAN

MAIN HAND: KUMOKIRIMARU KAI
DYE: SOOT BLACK
OBTAINED: YOLAINE - ISHGARD - FOUNDATION
(70 CENTURIO SEALS)

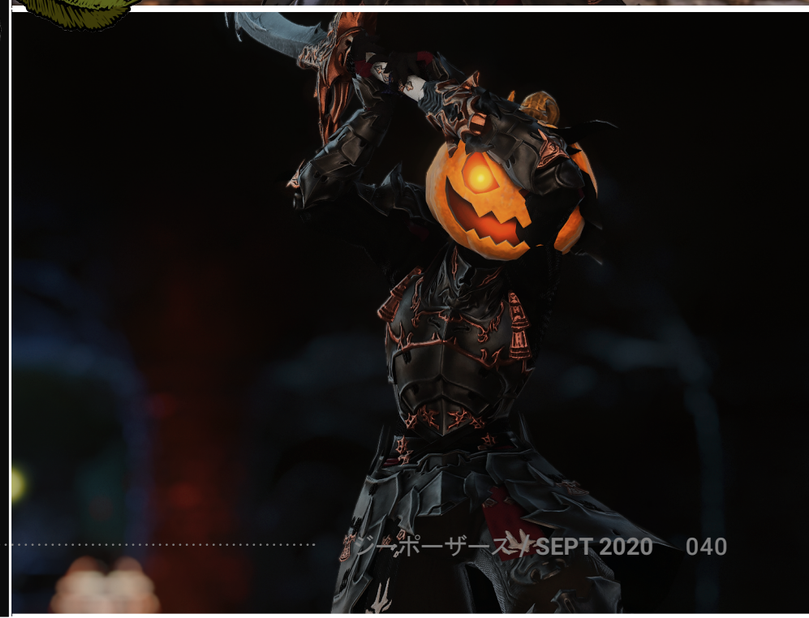
HEAD: PUMPKIN HEAD
OBTAINED: FFXIV ONLINE STORE

CHEST: ASURAN HARA-ATE OF FENDING
DYE: SOOT BLACK
OBTAINED: YOLAINE - ISHGARD - FOUNDATION
(60 CENTURIO SEALS)

GLOVES: ASURAN KOTE OF FENDING
DYE: SOOT BLACK
OBTAINED: YOLAINE - ISHGARD - FOUNDATION
(35 CENTURIO SEALS)

PANTS: ASURAN HAIDATE OF FENDING
DYE: SOOT BLACK
OBTAINED: YOLAINE - ISHGARD - FOUNDATION
(60 CENTURIO SEALS)

SHOES: ASURAN SUNE-ATE OF FENDING
DYE: SOOT BLACK
OBTAINED: YOLAINE - ISHGARD - FOUNDATION
(35 CENTURIO SEALS)



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Fly Me to the Moon

Chang'e was once a human woman who came to marry the legendary archer Hou Yi. Her spouse shot down 9 of the 10 suns to prevent the heat from scorching and damaging farm crops, and brought the coolness of night to the people. He was rewarded with an elixir of immortality for his heroic act, and later became king. When Chang'e found out about his secret elixir, she drank it without his knowledge and was only later found out by Hou Yi when he saw her slowly ascending into the sky out of his grasp. As such, she is known to be the immortal moon goddess. Even today, Chinese people across the world celebrate the Mid-autumn Festival in commemoration of this myth. While the glamour pieces on the head and body are meant to look like Chang'e, the weapon is meant to symbolize the Moon.

GEAR LIST
FOR FLY ME TO THE MOON

MAIN HAND:
GLOBE OF THE LUCKY SNAKE
Obtained: Yo-kai Watch

HEAD: FAR EASTERN
BEAUTY'S HAIRPIN
Dye: Metallic Sky Blue
Obtained: FFXIV Online Store

CHEST: FAR EASTERN
MATRIARCH'S DRESS
Dye: Metallic Green
Obtained: FFXIV Online Store

GLOVES: ANEMOS
CONSTELLATION ARMLETS
Dye: Pearl White
Obtained: Gerolt - Eureka Anemos
(1 Constellation Armlets +2, 150
Anemos Crystal)

PANTS: THE EMPEROR'S
NEW BREECHES
Obtained: Goberin - Western Thanalan -
Vesper Bay (57 Gil)

SHOES: EDENGRACE
SANDALS OF HEALING
Obtained: Eden's Gate: Descent (Savage) /
Eden's Gate: Inundation (Savage)

NECK: IMMACULATE NECKLACE
OF HEALING
Obtained: The Crown of the
Immaculate (Extreme)

RING 1: EIKON IRON RING
OF HEALING
Obtained: Crafted (GSM Lvl. 60)

RING 2: VARLET'S RING
Obtained: The Keeper of the Lake

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Unassuming Little Red

A classic European tale that warns children never to talk to strangers. What will await Little Red when she follows the path through the woods to grandma's house? Will that shortbow she wields be able to save her from being "mangé vivant"?

GEAR LIST
FOR UNASSUMING LITTLE RED

MAIN HAND: MAPLE SHORTBOW
Obtained: Crafted (CRP Lvl. 2) / Geraint - Old Gridania (212 Gil)

HEAD: YORHA TYPE-51 HOOD OF AIMING
Dye: Dalamud Red
Obtained: The Copied Factory

CHEST: VAMPIRE'S VEST
Dye: Dalamud Red
Obtained: FFXIV Online Store

GLOVES: HEMPEN HALFGLOVES
Dye: Soot Black
Obtained: Crafted (WVR Lvl. 2)

PANTS: FAR EASTERN BEAUTY'S KOSHITA
Dye: Dalamud Red
Obtained: FFXIV Online Store

SHOES: SCION SORCERESS'S HIGH BOOTS
Obtained: FFXIV Online Store

NECK: BONEWICCA NECKLACE OF AIMING
Obtained: The Swallow's Compass

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Howling With The Wolves

A story of broken promises and a boy alone, after his siblings left him to fend for himself. Venturing into the woods to find food he came upon a pack of wolves. These wolves not only didn't make him their next lunch, but instead shared with him their spoils. He followed them down to the shore as the snow melted.

Seeing an old man in a canoe, the child sang to him: "My Brother, My Brother! I am becoming a wolf. I am becoming a wolf." As he sang, he howled as the wolves howled. He followed his fellow brothers and vanished into the forest with nothing more than a howl. There, the old man and his sister mourned for their brother in the years to come.

GEAR LIST
FOR HOWLING WITH THE WOLVES

MAIN HAND: DISSECTOR
Obtained: Sohm Al

OFF HAND: THE EMPEROR'S NEW SHIELD
Obtained: Golden Saucer Attendant (100,000 MGP)

HEAD: WARG PELT OF FENDING
Obtained: Sohm Al

CHEST: RAVEL KEEPER'S VEST OF FENDING
Dye: Goobbue Grey
Obtained: The Qitana Ravel

GLOVES: PAGOS FIELD DRESSING
Dye: Goobbue Grey
Obtained: Eureka Pagos Lockbox

LEGS: WOAD SKYRAIDER'S BREECHES
Obtained: The Grand Cosmos

SHOES: RAVEL KEEPER'S THIGHBOOTS OF FENDING
Dye: Goobbue Grey
Obtained: The Qitana Ravel

Sun Goddess Amaterasu

天照

Said to be the sibling of Susanoo and Tsukiyomi, all three were the children of Izanami and Izanagi. It was not long before Amaterasu became the ruler of the sun, Tsukiyomi the ruler of the night, and Susanoo the ruler of the sea. Yet while she and Tsukiyomi peacefully ruled the skies in unison, it was the murder of Uke Mochi at the hands of Tsukiyomi that would split the two apart, creating night and day.

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GEAR LIST
FOR SUN GODDESS AMATERASU

MAIN HAND: SUZAKU'S FLAME-KISSED CANE
Obtained: Crafted (CRP Lvl. 70)

HEAD: MHEG DEACA CIRCLET
Obtained: FFXIV Online Store

CHEST: IVALICIAN MYSTIC'S COAT
Obtained: The Orbonne Monastery

GLOVES: DIRNDL'S WRIST TORQUE
Dye: General-purpose Pure White
Obtained: FFXIV Online Store

PANTS: PEACOCK SKIRT
Dye: Dark Red
Obtained: FFXIV Online Store

SHOES: PEACOCK SHOES
Obtained: FFXIV Online Store

NECK: RONKAN NECKLACE OF HEALING
Obtained: Xylie - The Crystarium (55 Sacks of Nuts)

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Moon Princess

Kaguya

かぐや姫

Radiant from her very birth, Kaguya was said to have been discovered in a glowing stalk of bamboo when no larger than the thumb of her now-adoptive father. In three months did she grow into a stunningly beautiful woman, declining a legion of suitors including the Emperor. Yet here was not her place, for in three years' time did her own kind return her to her rightful place on the Moon.

GEAR LIST
FOR MOON PRINCESS KAGUYA

MAIN HAND: SOLSTICE
Obtained: Resistance Weapons Saga

HEAD: FAR EASTERN BEAUTY'S HAIRPIN
Dye: Rose Pink
Obtained: FFXIV Online Store

CHEST: FAR EASTERN BEAUTY'S ROBE
Dye: Rose Pink
Obtained: FFXIV Online Store

GLOVES: HIGH SUMMONER'S ARMLETS
Dye: Rose Pink
Obtained: FFXIV Online Store

PANTS: FAR EASTERN NOBLE'S PETTICOAT
Dye: Rose Pink
Obtained: FFXIV Online Store

SHOES: EASTERN LADY'S CRAKOWS
Dye: Rose Pink
Obtained: FFXIV Online Store

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Mischievous Golden Girl

An innocent, curious girl walks through the forest, not understanding that her curiosity can get her into the stickiest of situations. Despite almost being eaten by a wolf and being pecked by a bird, there are no boundaries to what this girl would do. Even the day she finds an empty cottage with three full bowls of porridge on the table. After breaking in to eat their porridge, trying out their chairs, and even sleeping in their beds, she finds out quickly that the place is owned by three bears—and oh boy—are they not happy. You would think she has learned her lesson by now but no one really knows...

GEAR LIST
FOR MISCHIEVOUS GOLDEN GIRL

MAIN HAND: FAE CODEX
Dye: Sky Blue
Obtained: Dohn Mheg

HEAD: FAR EASTERN SCHOOLGIRL'S HAIR RIBBON
Dye: Sky Blue
Obtained: FFXIV Online Store

CHEST: VALENTIONE APRON DRESS
Dye: Sky Blue
Obtained: FFXIV Online Store

GLOVES: LOYAL HOUSEMAID'S WRISTDRESSES
Obtained: FFXIV Online Store

PANTS: SPRIGGAN BOTTOMS
Dye: Snow White
Obtained: FFXIV Online Store

SHOES: LOYAL HOUSEMAID'S PUMPS
Dye: General-purpose Metallic Orange
Obtained: FFXIV Online Store

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Woman of Courage and Honor

The legend of Hua Mulan is about a girl in China who lived during the times of war where every household needed to send one male to join the fight against an enemy. Having no brothers and only an aged father at home, she secretly joined the army in place of her father, disguising herself as a man. This legend has been turned into several popular cartoons and movies that countless people have enjoyed.

GEAR LIST
FOR WOMAN OF COURAGE AND HONOR

MAIN HAND: WEATHERED CHANGO
Obtained: An Axe to Grind VIII (Sidequest)

HEAD: AMATSU HACHIGANE
Obtained: The Maiden's Rhapsody

CHEST: VERMILION HAUBERGEON
Obtained: Amdapor Keep

GLOVES: ISHGARDIAN KNIGHT'S GAUNTLETS
Obtained: The Dusk Vigil

PANTS: RAKSHASA TSUTSU-HAKAMA OF FENDING
Obtained: Crafted (WVR Lvl. 70)

SHOES: ALTERED COBALT SABATONS
Obtained: Crafted (ARM Lvl. 50)

Hansel & Gretel's Delicious Demise

Deep in the forest one might smell the alluring scent of candy, cookies, and delicious baked goods, but to find the source might well spell doom! If you too crave the taste of human flesh and gingerbread, this might just be the outfit for you. You'll be baking ready to plump up any unfortunate siblings which happen to head your way in this kitchen-savvy getup!

GEAR LIST
FOR HANSEL & GRETEL'S
DELICIOUS DEMISE

MAIN HAND: FIRE BRAND
Obtained: Crafted (GSM Lvl. 35) / Geraint - New Gridania (3,890 Gil)

HEAD: KUDZU HAT OF CASTING
Dye: Bark Brown
Obtained: Crafted (WVR Lvl. 64) / Mol Merchant & Mender - The Azim Steppe - Mol Iloh (21,403 Gil)

CHEST: CRAFTSMAN'S APRON
Dye: Bark Brown
Obtained: Enie - The Firmament (2,200 Skybuilders' Scrips)

GLOVES: ARTISAN'S MITTS
Dye: Dalamud Red
Obtained: Crafted (LTW Lvl. 50)

PANTS: PLAIN LONG SKIRT
Dye: Russet Brown
Obtained: Crafted (LTW Lvl. 50)

SHOES: REPLICA SKY PIRATE'S SHOES OF CASTING
Dye: Wine Red
Obtained: Crafted (LTW Lvl. 61)

EARRING: NEO-ISHGARDIAN EARRING OF CASTING
Obtained: Crafted (CRP Lvl. 80)

NECKLACE: HARD LEATHER CHOKER
Obtained: Crafted (LTW Lvl. 15) / Ilorie - Old Gridania (295 Gil)

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SHIVA

SECOND PLACE WINNER

YUMEMI HIME

RAGNAROK

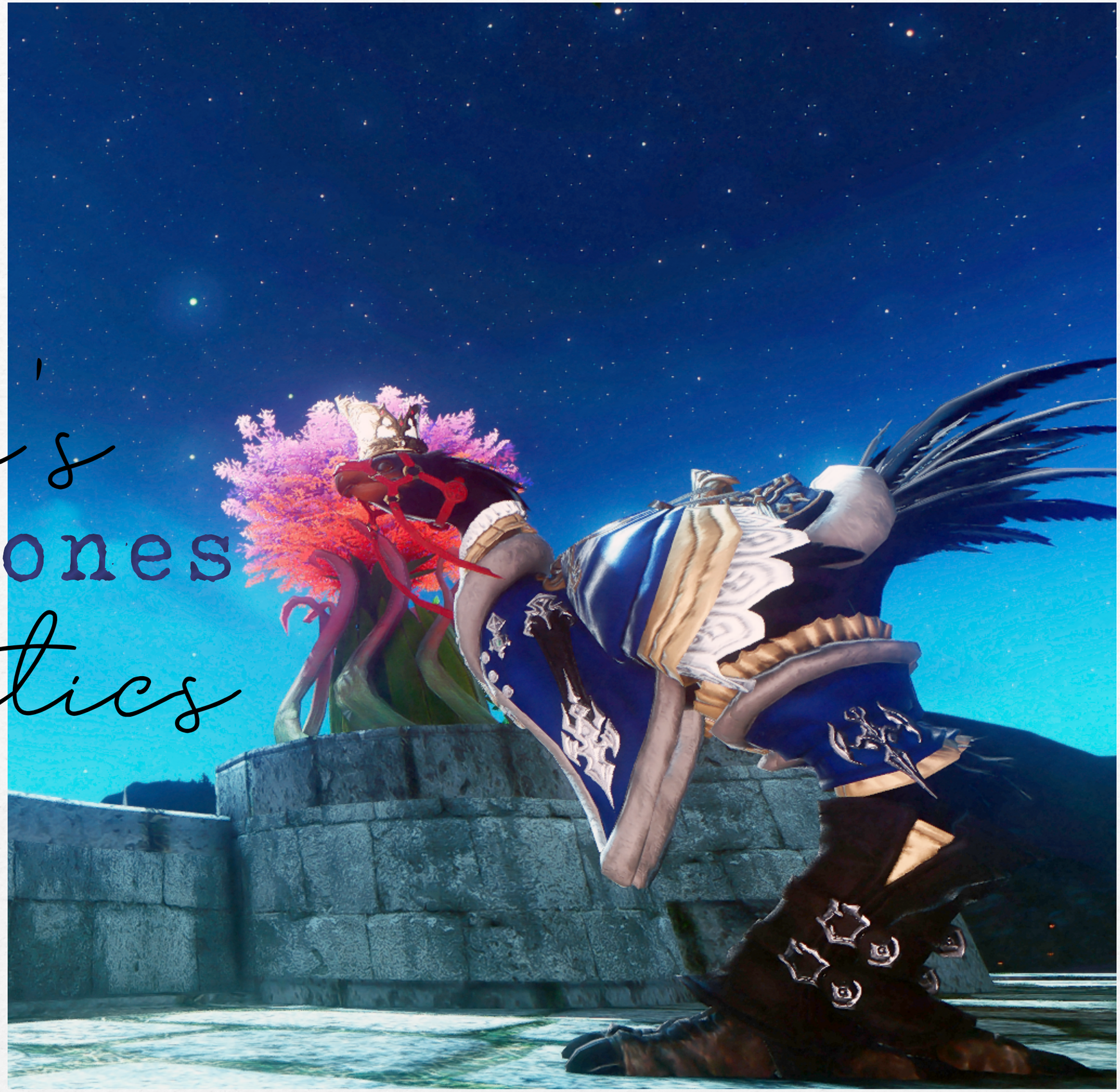
THIRD PLACE WINNER

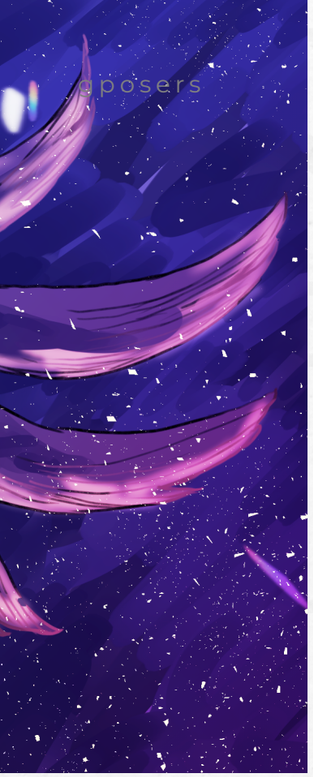
STOLE YOUR'CAT

TONBERRY

HEAR ME AND REJOICE

Misia's Tomestones of Poetics





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Stardust's Dream

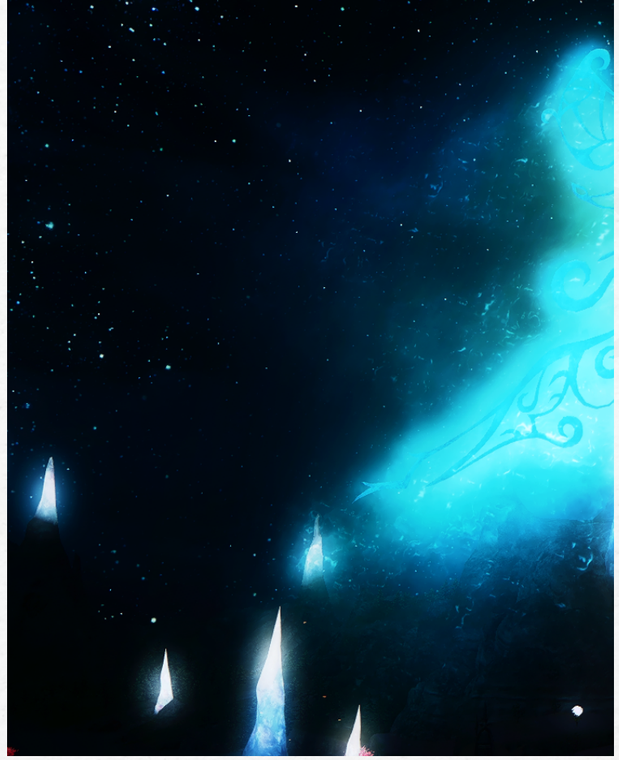
BY MISIA KITAMI

The Warrior of Light in all his glory and fame,
traveling the lands he was making a name.
No one knew of his friend who was by his side,
Not taking a second glance at the Chocobo ride.

A strong bird she was, making foes flee,
But she was more than the eye could see.
Stardust was her name with eyes that gleam,
Behind them holding but a dream.

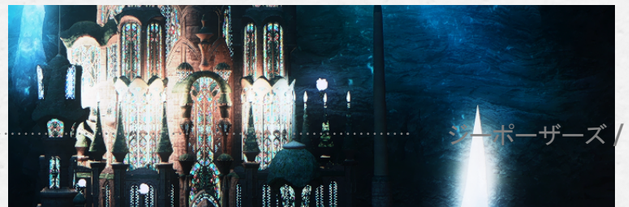
Through the years, watching her partner fight,
She had looked at such a glamorous sight.
Titania with all her reign that shined,
With all the glory that could make some blind.

How much she wanted that power,
Just to look like a beautiful flower.
Though issues arise as a duty lay in her heart,
Not knowing if she could stand being apart.



Though, the thought of being a princess called out,
So much that her body wanted to scream and shout.
Everything in her body screamed her to go,
Even if she still was her friend's Chocobo.

Conflict in her heart as she watched the castle above,
Holding so many feelings and all of her love.
Her friend by her side as he watched her with much intent,
Enjoying the time they were together, all the time they spent.



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He reached into his pocket with a wave of his hand,
Grabbing her attention, so she could understand.
He pulled out a glowing gemmed crown,
Something she had never seen around.

The Warrior of Light smiled, placing the crown on her head,
Then pet her silky feathers, a sigh escaped and he said,
“No matter the distance and the paths we take.
You deserve to be the Princess, no mistake.”

He continued as his hand reached to the sky,
“You will always be with me, my greatest ally.
Follow your dreams and become what you must,
For you will always be my little **Stardust.**”

ReiRei COSPLAY

コスプレイヤーのレイレイ

V'kebbe the Stray

Operative of the Rogue's Guild, Limsa Lominsa. Appears in the rogue and ninja quest lines and can sometimes be found hanging around the Culinarians' guild.

"Oi mates, just keep yer cloying fams off me sandwich and we'll be bene."

To get into character properly as a member of the Rogue's Guild, you totally have to speak the language. It's half the fun, no? The Rogue's Guild members use slang based on old London thieves cant. The primary source appears to be The 1811 Dictionary of the Vulgar Tongue by Francis Grose, with some words coming from A Dictionary of Slang, Cant, and Vulgar Words (1860), though be aware some of the meanings may have been adjusted a little for Final Fantasy XIV.

The dictionary contains tons more words available for use when cosplaying a rogue. An indexed version can be found online on *The Dictionary of the Vulgar Tongue*.

Main Hand: Steel Baselards

Head: Pagos Bandana | **Dye:** Hunter Green

Chest: Arachne Shirt of Scouting

Hands: Pagos Field Dressing

Legs: Arachne Gaskins of Scouting

Feet: Kirimu Sandals of Scouting

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Sample words found in XIV include:

WORD	MEANING
Banded	Hungry
Beater Cases	Boots
Benad	Better
Bene	Good
Bite	To steal
Blow the gab	Inform on
Blunt	Money
Bob	Good
Cloy	Steal
Colt	An apprentice thief
Cove	Man
Dry cockles	To be hanged
Culi	Man, person, mate, fool
Cutters	People
Daddles	Hands
Dance	Fight
Darkmans	Nighttime
Dew beaters	Feet
Dimber damber	A superior thief
Dove	Female, lady

WORD	MEANING
Famblers	Gloves
Fams/Fambles	Hands
Gob	Mouth
Hop the twig	Go away, escape custody
Lend one's daddies	Help
Lightmans	Daytime
Mate	A friend
Mill	To beat or fight/to be beaten
Moll	A girl/whore
Mort	Woman
Nob	Head
Prattle	Talk
Quarron	Body
Rook	A cheat/to cheat
Ruffmans	Enemy, lowlife
Sandwich*	Salted meat, cut thin and put between two slices of bread and butter
Set aglimmer	To set on fire
Skulk	To hide
Snilch	To inform on
Stabber	Knife, dagger
Stubble it	Hold your tongue
Swad	A soldier
Try one's fams	Give it a try
Wattle	Ear
Widdle	To tell or discover
Whids	Words
Yaffle	Eat

*Yes, sandwich is listed. It was yet to become a common word in 1811!

Viis of Fanow

Sometimes cosplay isn't about looking like a specific character so much as being part of a group. So today we are cosplaying as Viis from the bunny treehouse of Fanow on the First. Almost all the gear is obtainable from the Qitana Ravel, but you can't just slap on your job set and call it done, oh no, no, no.

The gear is job-specific, and although it all fits stylistically, only the Striking, Aiming, and Scouting sets match the outfits worn by the Fanow townsfolk, and only the Striking Chestwrap matches the colors properly, and even then only when dyed.

Apart from the two patients in the hospital area that wear a Hempen Camise with Ravel Keeper's Slops and Viera Sandals, the Viis of Fanow all wear the same outfit—though Lanille and Ciuna do have a different color scheme (chestwrap Ink Blue, with gloves and sandals Pure White for Lanille, Ink Blue for Ciuna).

Weapon: Any MNK/SAM, generally hidden

Chest: Ravel Keeper's Chestwrap of Striking | **Dye:** Mole Brown

Hands: Ravel Keeper's Armlets of Striking | **Dye:** Mole Brown

Feet: Viera Sandals | **Dye:** Mole Brown

THAT'S ALL FOR TODAY, SO UNTIL NEXT TIME!

LEEJA'S HOUSING CORNER

Hello and welcome fellow housing enthusiasts to another rousing edition of Leeja's Housing Corner! This month we are taking a journey over to Odin to visit ***The Crystarium Cafe***, located in the Goblet and owned by Fe'lora Meujuu.

The entrance to the cafe is bright and inviting. **Garden Gravel**, surrounded by plush **Lakeland Flower Gardens** and **Oriental Grass Plots**, winds a short path to the front door. A **Wooden Deck** rests to the right of the entrance ensconced in front of **Lakeland Elf Trees** and tall **Cedars**, the perfect setting for a spot of outdoor tea!

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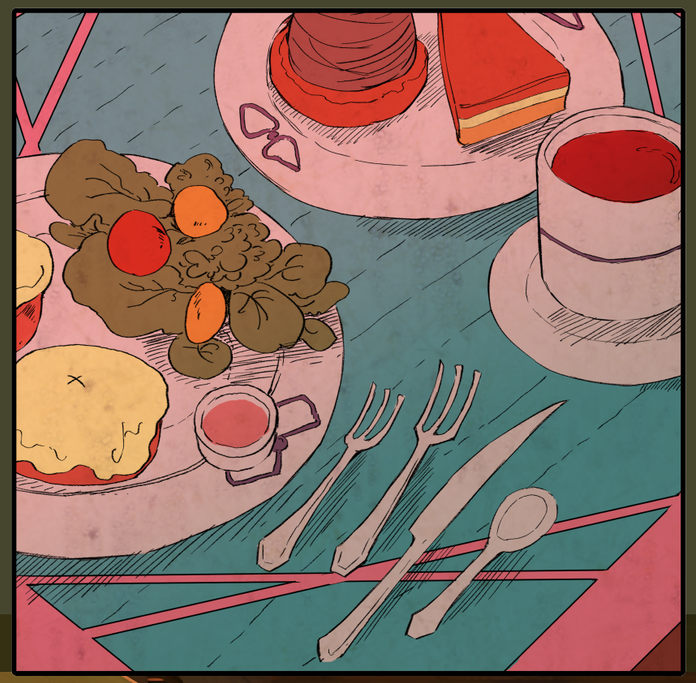
To the left of the entrance, an **Oaken Bench** sits among more **Lakeland Elf Trees** and **Cedar Trees**, in front of a **Small Garden Pond**. A **Dried Well** is located adjacent to the **Oaken Bench**, a lovely addition to the outdoor decor.



Upon entering the cafe, we are greeted with subtle, warm interior light and an abundance of radiant, natural light. Our well-timed visit sees the early morning sun rising—treating us to a beautifully lit interior. **Wooden Work Lanterns** adorn the shelves, methodically lighting corners of the cafe. **Oasis Chairs** line a countertop to our front, and surround a **Lakeland Table** to our right. To our left, several paintings adorn the walls, along with a succulent **Potted Orange Tree**, its fruits giving off hints of tart citrus.

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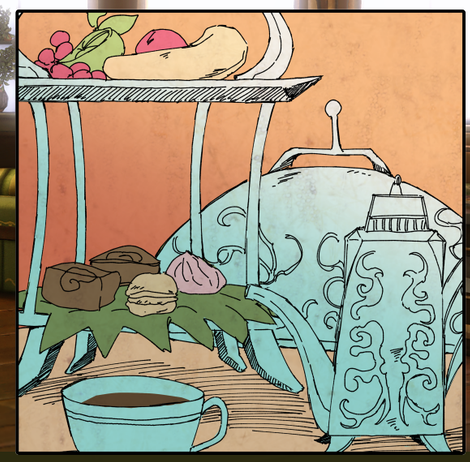

Towards the back of the cafe, **Imitation Windows** light up the walls and are trimmed with the tops of **Manor Cupboards**—quite an ingenious way to shape the otherwise square windows! **Glade Couches** are placed on either side of a low **Oasis Table**, allowing for a more casual dine-in experience.

Lining the back wall are numerous shelves full of dinnerware, **Crystarium Teapots**, and **Glass Jars** full of tea, coffee, and more! Fe'lora utilized the drawers of the **Wooden Showcases**, stacked on top of one of another to creatively mimic a wall of storage fit for a bustling cafe!

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Directly behind the main counter is a storage area, well-kempt and full stocked with teapots, cups, plates, and **Cardboard Boxes** storing much more. More **Wooden Showcases** are stacked against the wall to the right, allowing for ample storage. Fe'lora utilizes both a **Portable Stepladder** and **Lalafellin Step Stool** to get to those hard to reach spaces. **Shipping Crates** to the left indicate a shipment may have come in recently. I wonder if perhaps some delicious pastries or delicate tea leaves could be sealed in these crates.

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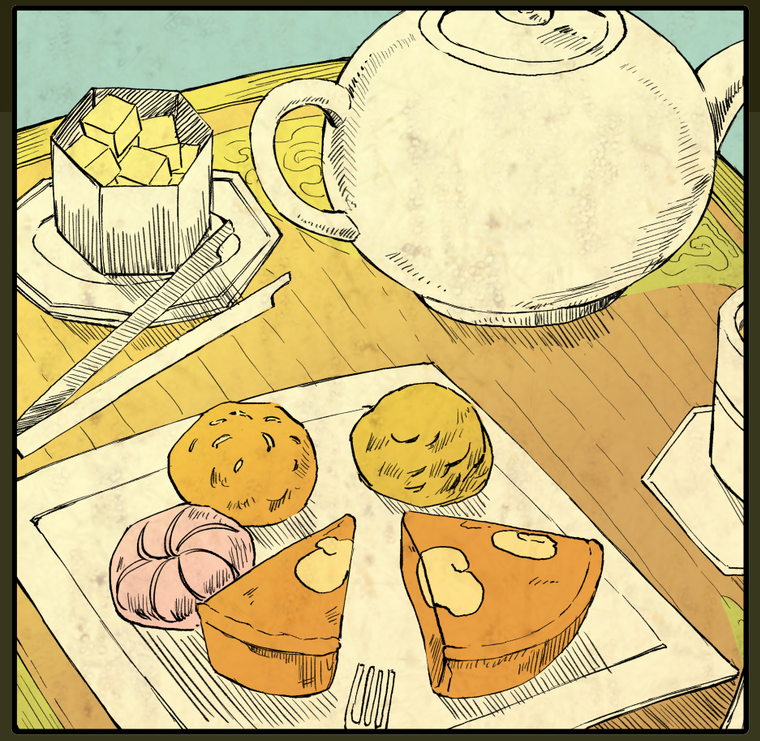

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Completing our thorough inspection of the backroom storage, our tour of ***The Crystarium Cafe*** has come to an end! Fe'Lora has surely outdone himself with the lovely space created here. I highly recommend stopping by for a spot of tea and a look around should you find yourselves in the mood for good company and a lovely atmosphere.
The Crystarium Cafe is located in **The Goblet ward 20, Plot 8 on Odin**.

Friends, I hope you enjoyed our trip to Odin as much as I did! I am always on the hunt for houses, apartments, cafes, and more to visit, so if you or anyone you may know want to be featured in an upcoming article, give me a shout! You can find me on Lamia or in our Discord.

Until next time, happy decorating!

Leeja

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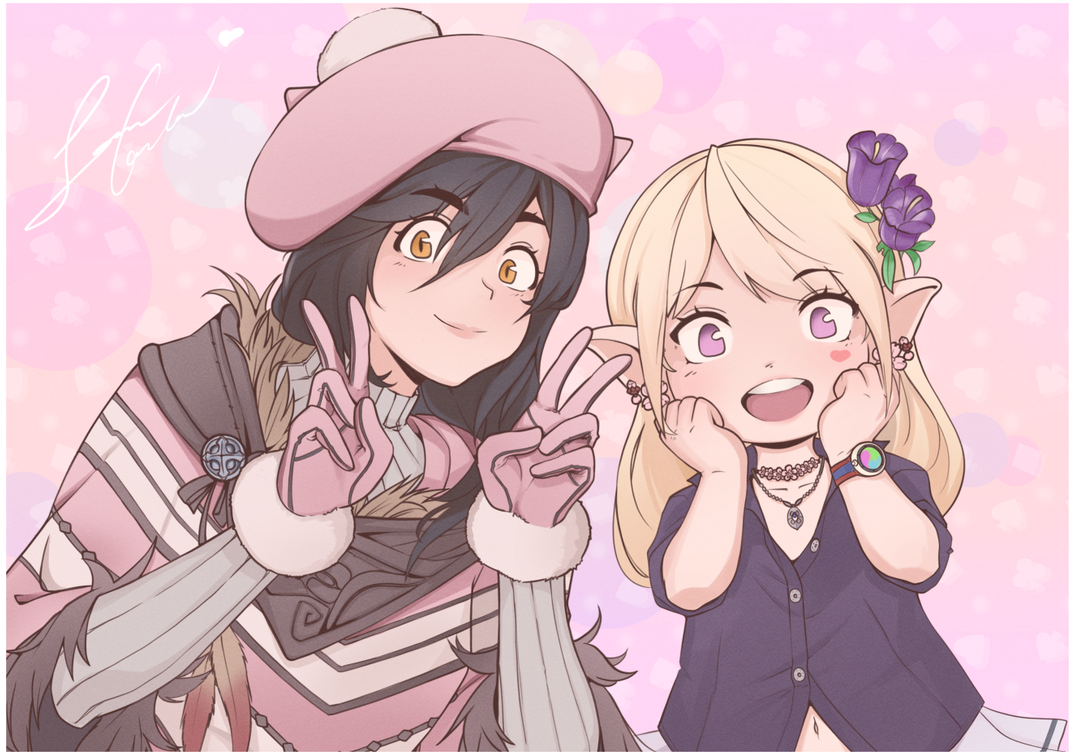
DISCORD

ARTIST SHOWCASE

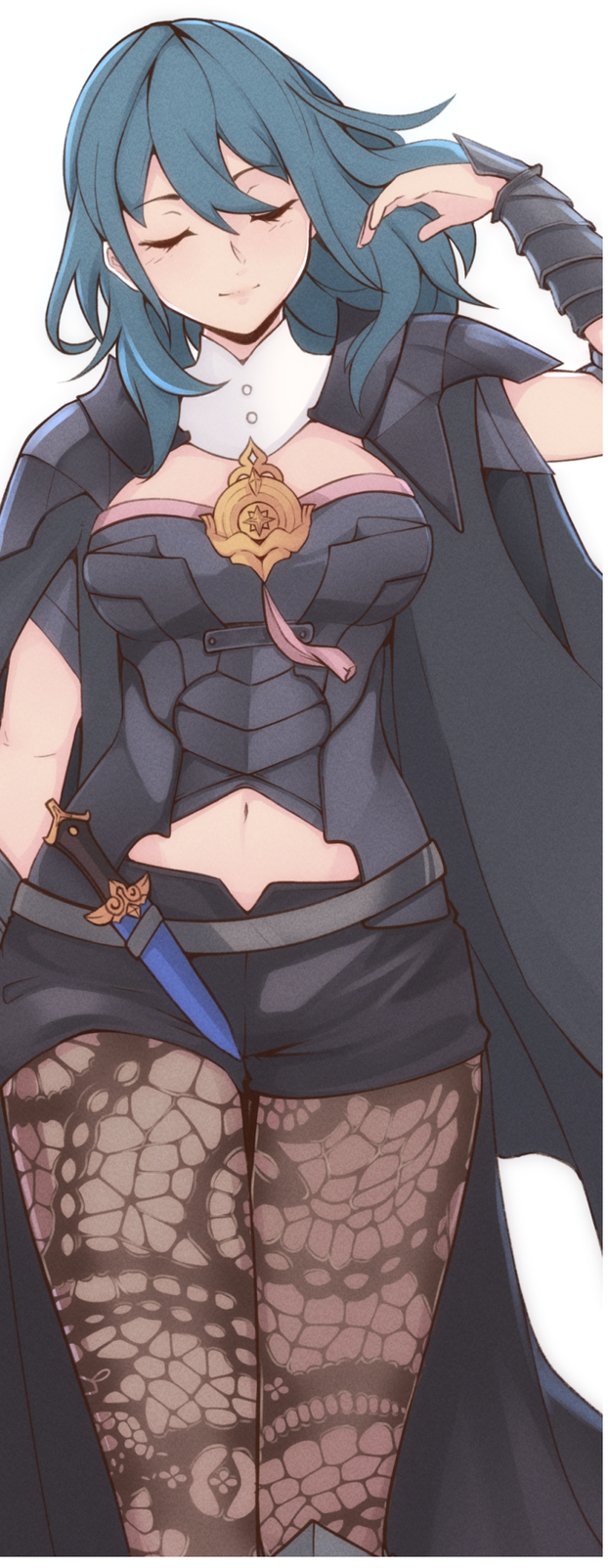


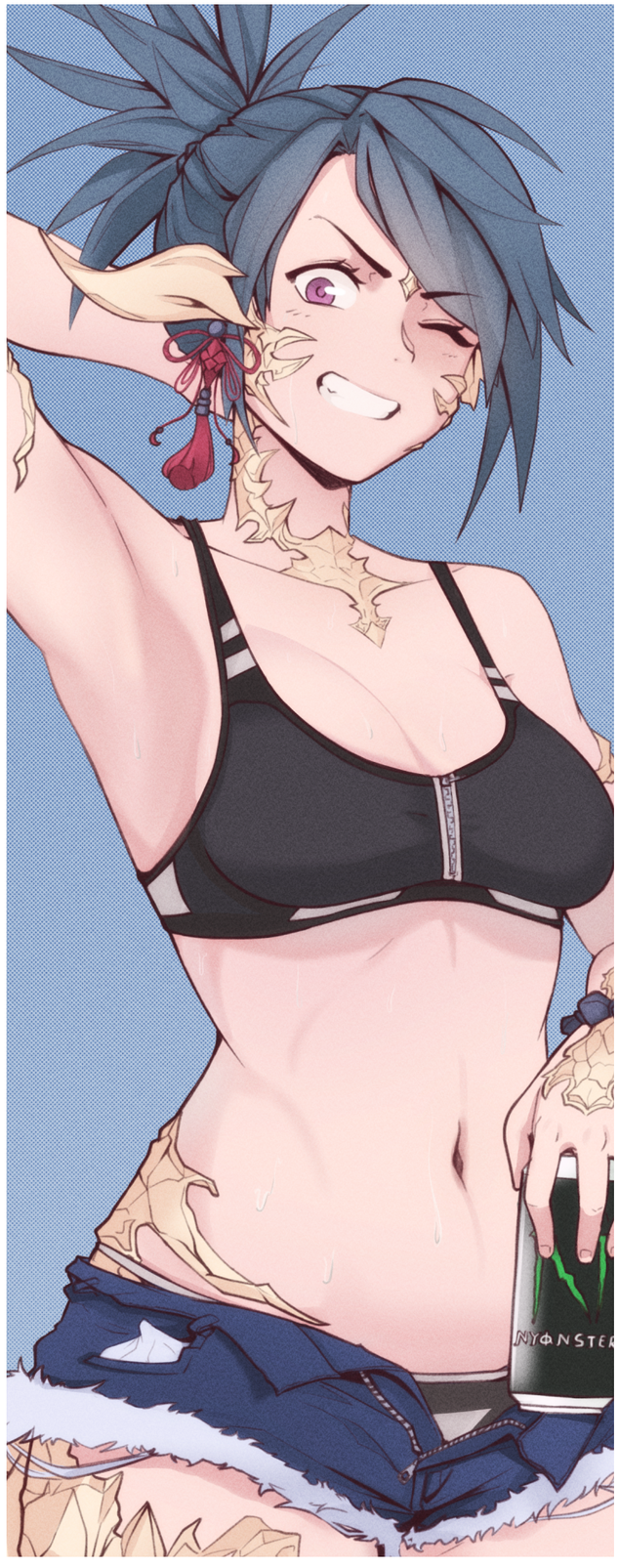
How long have you been creating art?
First off, thank you so much for having me here! It's an honor to be a part of your showcase!

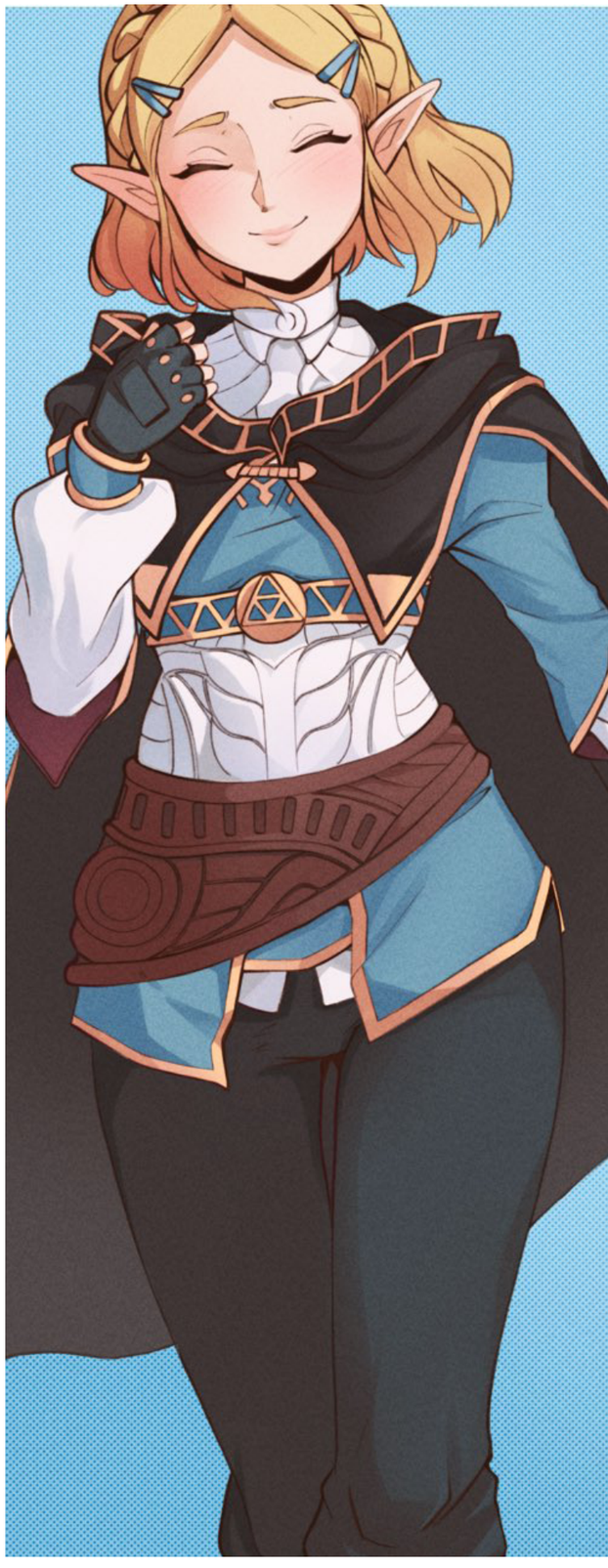
I've been creating art for probably more than two decades now, albeit in short bursts. I started with mostly shounen-type art like Dragon Ball Z and Yu Yu Hakusho fanart, but I have slowly worked myself into creating a couple of original characters to play with. That said, I've always had a love-hate relationship with art growing up. I wasn't exactly surrounded by artsy people through the years, hence my apprehensions jumping in and the grand delusion of only finding satisfaction elsewhere. Funny enough, I've only started doing art professionally this year due to the ongoing pandemic. I initially wanted to continue writing instead, but I gave in after a lot of encouragement from friends and family.

What do you love to draw the most?
Hmmm...I would have to say anything that involves visual storytelling. Small moments in time that's pseudo-captured like a photograph—like a smile of thanks, gazing far yonder at your next obstacle with the wind in your hair, or a cheeky grin after a long struggle. Those things really capture me as an artist. It's all about the moments. Not in comic format, mind you, but I'm heavily obsessed with how one can tell a story or yank feelings through simple gestures.

What motivates you to draw?
Emotion would be the biggest fuel for my motivation. I really love being able to yank out sappy feelings of 'awe' and 'melancholy' from my viewers more than anything. As a visual storyteller, I think that if my piece can't reflect and translate what's in my head/heart to the viewer, then it's just a series of scribbles (was that toxic? XD). I believe that art is a window for people to peek into the artist's mind, letting them understand you better, and at the same time make them feel things about a certain topic that you feel strongly about. Becoming better at this medium of storytelling has been my true driving force and one I'll hopefully carry for years to come.







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Who/What is the inspiration behind your art?
Much as I would want to narrow it down to just one, Akira Toriyama (Dragon Ball) and Yoshihiro Togashi (Yu Yu Hakusho) have been integral to my artistic growth in terms of storytelling. While the likes of Dragon Ball may have very 'cookie-cutter' storylines, I deeply enjoy moments where it just throws awe-inducing scenes at you, from Gohan snapping in the Cell Saga to Goku's first tap into Ultra Instinct. I'm a sucker for moments that give you goosebumps. On the other hand, the likes of Shirow Miwa and Dan DeCarlo (Archie Comics) make me strive hard to improve my line art, which is the backbone of all my pieces. I'm very passionate about doing line art, and it's what I've constantly tried to improve through the years.

Do you accept commissions?
Yes, I do accept commissions, but they are closed at the moment. I currently offer two packages, with one catering to the client's taste and the other is a special pinup package where I'm given creative freedom to dress up and pose the character according to my taste. I might consider offering more in the future, but that's it for now. I normally announce stuff on Twitter in advance, so I hope to see you there. :)

SENACOLADA

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HTTPS://SENACOLADA.WIXSITE.COM/HOME

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INKPOSERS & POSETOBER

Last year we invited the community to submit artwork to 31 themes! We then published the wonderful entries in the November 2019 issue of GPOSERS. This year we invite you once again to join us — this time, there will be six themes to draw with five days to finish each theme. Drawing not your thing? We are opening the same theme challenges to screenshots!

Send us your entries on Twitter and Instagram! For artwork, use the hashtags

#INKPOSERS #INKPOSERS2020

For screenshots, use the hashtags

#POSETOBER #POSETOBER2020

or submit your work in our Discord!

Our prompts for the month are:

WEEK 1 - ENKINDLE (OCT 1ST - 5TH)

WEEK 2 - SHADOWS (OCT 6TH - 10TH)

WEEK 3 - VILLAINS (OCT 11TH - 15TH)

WEEK 4 - DELIRIUM (OCT 16TH - 20TH)

WEEK 5 - TRICK OR TREAT (OCT 21ST - 25TH)

WEEK 6 - FINAL DAYS (OCT 26TH - 31ST)

Hero's Journey

by Arkana Grey and Khantyer Dotharl

So you've created a character for roleplay. They have a backstory, likes, dislikes, and hopefully some place in the world of Eorzea. Perhaps you've even visited some casual venues to meet other characters and make connections. What's next?

Half the fun of roleplaying is crafting stories for your characters, giving them development, and effectively writing your own story. It is this kind of roleplay that is often compared to Dungeons and Dragons; creating custom campaigns and enemies for epic stories and battles!

When you are writing your campaign there are a few things to consider:

Will the other players be invested? Make sure the campaign brings other characters into consideration so that everyone enjoys it!

Are you writing forced situations? Playing with others can tend to derail a storyline, so make sure you are ready to improvise and do not force people into behaving a certain way. You never know what interesting sub-plot can come from an improvisation.

Is there enough conflict and tension to keep it interesting?

At first this all seems a little overwhelming, but don't worry, this article will introduce a few concepts to help you write your plot. We will look at the Hero's Journey, an often used story outline used by all kinds of media, and the three sources of conflict you can draw your stories from as well.

Let us begin with the Hero's Journey. Typically this outline focuses on a protagonist—the Hero—and gives them a story in which they often sacrifice to gain. It also utilizes mentor-type characters, as well as assistants and antagonists, which gives you room to play with to involve other players in your story.

The Journey begins in a comfortable situation for the Hero, but something occurs that drives the Hero into action, leaving his comfort zone. Perhaps he is a civilian who has been told an attack is incoming; he must leave his safe area and go out to the battlefield and fight, though he is not experienced with battle. He may be given some kind of aid, perhaps a new weapon or armor, to assist his fight. He may also meet a mentor to teach him how to fight.

The next stage would be to give the Hero some challenges and temptations. These can all feed into subplots that would also affect the other players in the campaign. Perhaps he is asked to give away his friend's chocobo in exchange for a powerful potion? Perhaps one of his comrades gets nervous and tries to leave. There are many events that can unfold here to develop tension and motives for all players in the campaign.

At some point, your Hero must transform. Usually this will include some kind of sacrifice in order to gain something greater. Does your Hero have to sacrifice their sense of pride, or perhaps something more physical like a limb, maybe even a friend? Make sure the sacrifice is something that the Hero holds close to them, and also make sure the prize is worth the sacrifice later on.

Once the sacrifice has been made, the Hero will then try to atone and learn from their experience, trying to make way in his new life with the sacrifice he has made. And finally, after all of this, the Hero would return home and receive a gift of some kind for their trials and sacrifices.

Now that we have covered the basic story outline, we can talk about conflict! Many stories derive conflict from four sources: Intellectual, Personal, External, and Political. However, for the purpose of roleplaying where characters cannot overly change the political landscape, we will only cover the first three.

1. Intellectual conflict is the conflict a character has with himself. Perhaps they are fighting an inner demon, or trying to resolve their belief system.

2. Personal conflict is generally conflict between characters. The Hero and their friend may be in conflict due to betrayal, a difference of opinion, etc.

3. External conflict is the big bad, such as a legion of monsters they must fend off or an evil dictator. The characters must band together somehow to overcome this evil.

Combining the Hero's Journey with these sources of conflict—and also considering the characters that will be involved in the campaign—will surely give you a decent plot to build a foundation from!

Don't panic if you begin your campaign and it sidetracks from your original intent—if it is still delivering conflict and building toward something, improvise and see where it goes!

Consider what we now know of the Hero's Journey and question: does it have to be a "hero" to undertake these transformations? Not always! For those more inclined to take the sinister route for their stories, The Hero's Journey can apply to them as well! More often than not, these elements coincide even if the goal is not always a good and righteous one.

Take the mind of a typical or complex antagonist, sometimes referred to as an anti-hero. Growth can be established through a similar manner, but it often takes a more chaotic or faster-paced approach to reach their desired goal, even if the plots are longer by appearance.

Taking from the examples of sources of conflict, the intellectual conflict may come from an attempt to show reason for perceived malicious actions. Or a persuasive stance for how their path is better than the addressed.

For personal conflict, given the nature of their attempts, is it "right" by the standards of the whole or group? If not, does it matter as long as the end result is achieved?

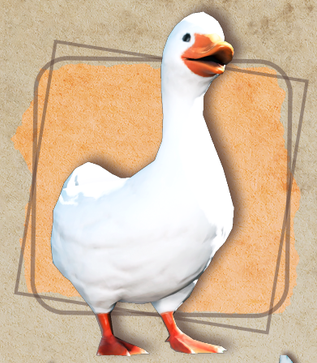
And lastly, external conflict. The "good" attempting to thwart their "bad". Will them overcoming the presented light against their darkness progress their desired goal? Or could the goal, in fact, align with the Hero?

It comes down to perspective in one form or another, but the essence and composition of the journey remains the same. The deciding circumstance is for the player to determine which side of the field they want to play. Who knows! Perhaps the readers of a Hero's tale may find they were rooting for the antagonist all along!

Minion Menagerie

"Once upon a time, in a land far, far away, there lived an adventurer who was young at heart and courageous. The adventurer had seen many trials and hardships on their journey. Though they saw many wonders and experienced countless joys, there was but one thing that brought a sense of peace and elation like no other—a drive that sought to push them to their limits and ascend to greater heights. There was no danger too great for this explorer of the unknown, for they were a minion collector, fearless and true..."

To be continued..?



UGLY DUCKLING

Description: "Will he turn into a graceful swan? Inquiring minds want to know."

Obtained: Neverreap / The Aquapolis

TINKER'S BELL

Description: "Said to be named for a pixie...unless you ask the pixies, who adamantly deny that any of their kind would ever have borne such a ludicrous name."

Obtained: Fathard - Eulmore (Archaeotania's Horn x6)

PORO ROGGO

Description: "Enchanted familiar though it may be, kissing it will do nothing to alter its corporeal form."

Obtained: "The Word of the Mother" (Quest LVL60)

PEGASUS COLT

Description: "Unfortunately does not emit rainbows from any of its orifices."

Obtained: Enie - The Mendicant's Court - The Firmament - Ishagard (Skybuilders' Scrip x800)

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OCTOBER BIRTHDAYS

04 KHADALAHARRINGTON
ODIN | Azeyma the Warden

10 LUNETH SILVERMOON
MOOGLE | Menphina the Lover

12 SHISZLA VERSHY
ODIN | Azeyma the Warden

15 PEARL NIGHTRIVER
SARGATANAS | Nymeia the Spinner

20 FIRIN CROSS
FAMFRIT | Oschon the Wanderer

21 ANDREA MOONSTAR
COEURL | Halone the Fury

21 KRYLL KINN
ULTROS | Halone the Fury

23 SUNDER SKY
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Into the
Library
BY LEEJA LLEN

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G'wendiya Bhem was a very curious young Miqo'te. One of her favorite pastimes was getting lost in a good book while reading about courageous adventurers and the feats they overcame. G'wendiya (or G'wen as she was called by her family and friends), unlike many of her peers, never longed for adventure. She was far too timid and anxious for that sort of lifestyle! Her love of books was strong, though, and it was due to this love that she found herself at the doors of the Great Gubal Library.

Long had she heard tales of the abundant wisdom of the Sharlayan philosophers and scholars who roamed the library's halls in years past. Oh, how she dreamed to walk amongst the rows of books that must be kept inside!

Alas, G'wen had also heard the tales of the monsters who were rumored to roam the depths of the great library. G'wen was not overjoyed at the prospect of encountering vicious beasts, but the thought of so many books she had never laid eyes on before was strong.

Deliberating with herself, G'wen decided that she would indeed enter the library, but she would bring her bow along as a precaution. She may not be the bravest of her peers, but her father had taught her to shoot on several hunting trips over the years, and had bought G'wen her very own shortbow on her sixteenth birthday.

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"Well," she said aloud, "I'd best have a look around then." Turning in a slow circle, she fully took in her surroundings. Shelves of books surrounded her, stacked as high as the ceiling, their bindings lined with dust from years of lying at rest. The hall itself was lit by the eerie glow of a massive chandelier overhead. Looking down, G'wen began to panic when she noticed a ghostly fog wrapping around her ankles. Her stomach full of nervous butterflies, she closed her eyes and breathed deeply through her nose, calming herself.

She opened her eyes and focused on the wall of books straight ahead, ignoring the fog but fingering her shortbow anxiously. G'wen wandered amongst the rows of books in amazement. She had never seen so much reading material in one place and was slightly overwhelmed. Stopping suddenly, she reached out to take a book off the shelf; it was a particularly old looking tome with a frayed spine. She opened the book gently, causing the spine to emit a cracking sound akin to that of her grandfather's back after a doze on the couch. No sooner had she looked down at the first dusty pages did a rustling sound behind her catch her attention.

G'wen whirled around, pressing the heavy tome to her bosom while looking for the source of the noise. She slowly walked towards the end of the row of books, nearing the main hall of the library once again. As she stepped into the dim light of the chandelier overhead, she heard another rustling sound to her right. Turning on her heel, she nearly shrieked but stopped herself just in time.

Directly in front of her stood two transparent creatures with glowing eyes. One seemed to beckon her forward, but no sooner had she inched forward did both creatures disappear. G'wen stood still like stone, trying to make sense of what she had just seen. Chuckling nervously, she moved to turn back to the long row of books when faint piano music began playing, echoing throughout the hall and wiping the small smile off of her face. Placing the book down on the nearest table, G'wen hastily made her way to the front door only to be met with the same ghostly creatures as before. Shrieking this time in earnest, she ran in the opposite direction—towards the inner halls of the library itself.

She made her way into the room ahead and came skidding to a halt. Before her, the library opened up; rows of books marked the walls from the highest point on the ceiling to the vast depths below. Magicked steps led to a circular platform where, upon looking closer, a handful of voidsent floated, idly flapping their wings.

G'wen stood frozen in place, unsure of what to do next. Turning back was, as she had discovered moments earlier, no longer an option but to go forth would only lead to certain danger! Panicked, she said, "This is just horrid! What am I supposed to do?!" As if on cue, she saw the same creatures from earlier beckoning her forward; the voidsent standing between her and the ghostly creatures. Taking a deep breath, G'wen slowly walked towards the platform, quietly drawing her shortbow.

"It's just like hunting with papa, G'wen. Don't be nervous, keep your breathing steady, and focus your aim." She coached herself inwardly, trying to hold her shaking hands still. Palms slick with perspiration, she aimed for the largest demon, took a deep breath, and shot off two poison soaked arrows. G'wen was shocked to see they hit their mark, and the beast fell to the floor almost instantly. The two smaller voidsent whirled around mid-air, finding their target. Heart thudding loudly in her ears, her hands shook as she grabbed another arrow. She thought again of her father, teaching her how to focus her breathing to calm herself after one particularly frightening encounter with a killer wespe. G'wen took a steadying breath, took aim, and fired off three more arrows, and her remaining targets fell lifelessly to the ground.

Filled with fear and adrenaline, G'wen gripped her bow tighter and began to run, chasing the creatures who had turned and fled deeper into the library's chambers. She ran up several sets of magicked staircases, finally skidding to a halt in a large room lined with more books. The creatures had stopped, eerily transparent and their glowing eyes focused intently on her. Staring back, G'wen suddenly realized she recognized these creatures—baboulas, she thought they might be called.

Alas, before the realization could fully register, G'wen noticed that the baboulas were suddenly no longer transparent—and they were advancing on her. Thoroughly annoyed that she had followed these beasts into a trap, her grip on her weapon tightened.

Her stomach was a flurry of nervous energy, but she remained focused. G'wen fleetingly noticed that her hands remained steadfast as she grabbed a magicked arrow from her pack and sent it flying at the first baboula. A gust of wind hit the beast in the chest, causing it to stumble and giving G'wen enough time to fire a heavy shot between its eyes. The baboula fell forward, unmoving.

Turning her focus onto the last two beasts, she let loose a series of rapid-fire arrows, hitting both targets with an accuracy sure to make her father proud. The two baboulas fell to the floor, and G'wen let out a breath realized she had been holding. Swaying slightly, the rush of adrenaline beginning to wear off, G'wen leaned against one of the nearby tables to catch her breath.

The music played on, surrounding her. She felt torn between wanting to continue onward, and fleeing back home now that the threat from the baboulas was no more. Her foot inched forward, deciding for her. Taking a deep breath to calm her nerves, she continued on, hoping for no more terrifying surprises along the way.

Unfortunately for G'wen, a surprise lay directly ahead. She entered the next room and the sight before her immediately stopped her in her tracks. A book sat in the middle of a platform, only this was no ordinary book—it stood hovering over her, nearly triple her height! Somehow that wasn't the most shocking aspect of this mysterious book, for protruding from its center was a demonic face.

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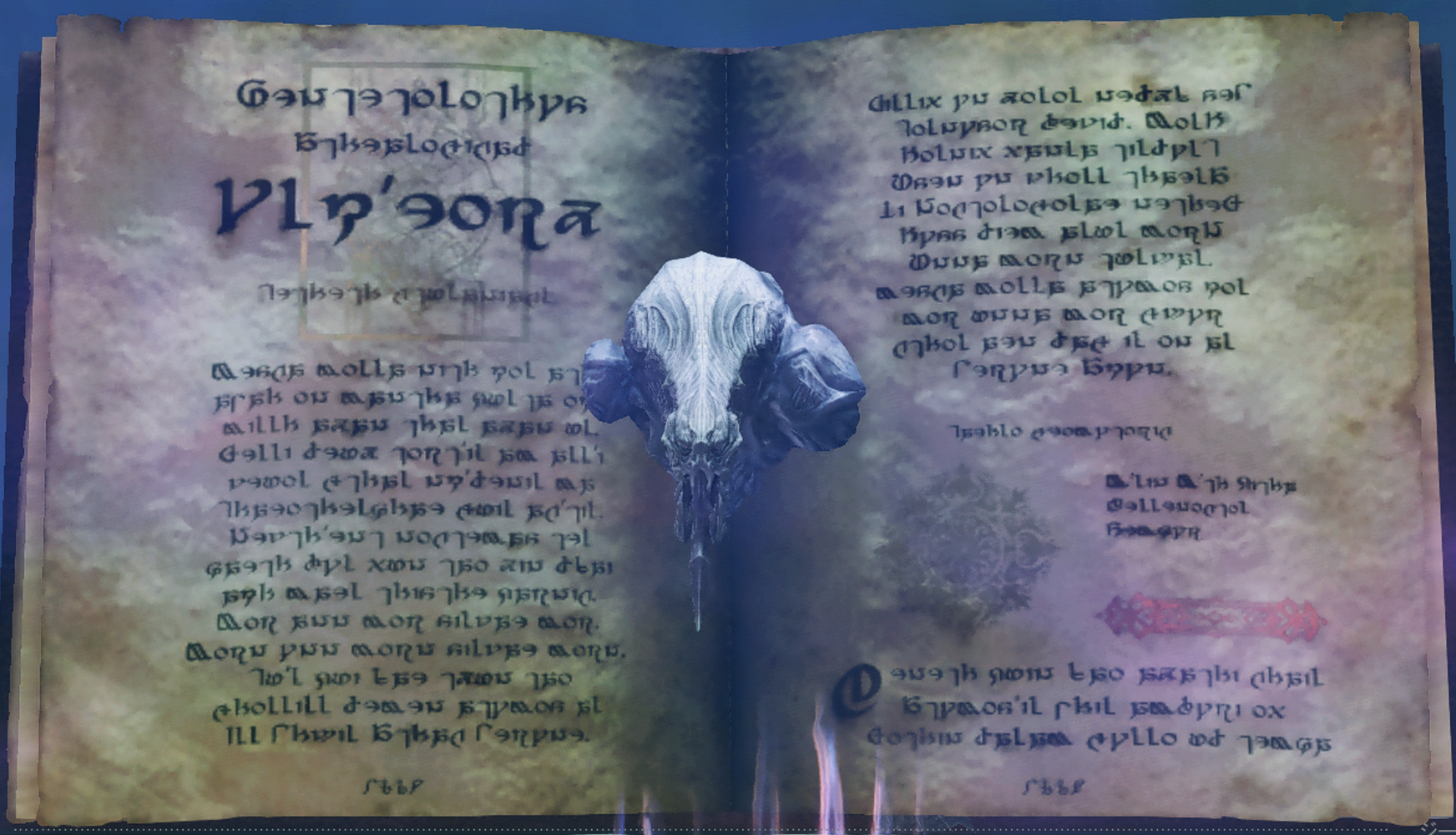
G'wen stumbled forward, in both horror and awe. As she crossed the threshold onto the platform where the demonic tome stood, the pages surrounding the face suddenly dissipated leaving a terrifying demon in its place! She made to turn back, but her path was barred by a magicked barrier. Palms sweating and heart thudding in her ears, she turned around to face the demon which stood idly in the center of the room, seemingly waiting for her to come closer.



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Crying out in despair, G'wen sunk to the floor. *"How am I supposed to get out of here? I can't possibly go around the beast, it will tear me to pieces!"*, she thought aloud. All seemed hopeless, she feared she would die in this very room never to see her family and friends again. Her family, her father would have been so proud of her for defeating so many obstacles today all due to his training. Her father, who would tell her that there was nothing she could not do so long as she had heart and believed in herself.

G'wen's breathing steadied, and her heartbeat returned to normal. Hands still shaking slightly, she gripped her bow a bit tighter and stood to face the beast. Just as she stood, her stomach growled loudly, reminding her that she had yet to eat today. Any other time, she would have ignored these hunger pains, but it just wouldn't do for her to faint during this battle between life and death. Remembering that she had packed herself a small lunch earlier today, she grabbed it from her pack and devoured the two hard-boiled eggs.

Confident she would not pass out, from hunger at the very least, G'wen took a step towards her foe. Raising her bow in earnest, she took a deep breath and whispered, "Be proud of me, papa." Letting loose her poison soaked arrow with a fierce scream, she readied her magicked arrow and sent it soaring at the beast. Both struck home, the gust of wind knocking the great beast off balance with its force.

She continued her onslaught, avoiding the beast's sharp claws. Sending a barrage of arrows flying at the beast, she sidestepped a clawed attack by mere seconds and vaulted backward to put some needed distance between herself and her foe. Facing her enemy, G'wen relentlessly fired arrow after arrow, not stopping long enough to let her fear overtake her. Her only thoughts were survival and steady breathing, so her aim stayed true. The beast released attack after attack, and G'wen narrowly avoided them with growing ease as she caught on to the demon's pattern of attacks.

Smiling to herself, she waited for her opening and released yet another barrage of arrows, vaulting high in the air watching as three arrows headed towards their mark in streaks of blinding light. The arrows hit, and a brief moment of silence ensued before the great beast halted and toppled to the floor with a loud thud, shaking the platform.

G'wen stood in silence. Her ears were ringing, and her eyes clearly showed her shock at having won. The magicked barrier behind her disappeared. She was free to leave, yet she couldn't move. You could hear a pin drop, it was so quiet now, not even the piano music played overhead. A scratching sound pulled her from her thoughts, and she turned around…

Startled, G'wen looked up, searching for the sound of the disruption. Seeing nothing out of the ordinary, she continued reading the earlier tome but was again interrupted, this time by her own yawning. Not realizing how late it was, she realized she had spent quite some time in the library's dark confines and should probably return home. She placed the book back on its shelf, deciding to come back soon to finish the riveting tale.

G'wen stretched as she stood up, her body feeling quite sore like it so often did after a grueling task. *"Yes, it's definitely best I head home now before I end up accidentally dozing off here!"* she thought to herself. Heading towards the door of the library, when she put a hand out to grasp the heavy handle, faint laughter caught her attention. Whirling around, she saw no one. Turning back to the door, she swung it open and was not so startled to find that night had fallen.

"I'd better hurry back home, before mama and papa worry!", she said aloud. Hurrying down the steps, she let the door swing closed on its own, not bothering to look back. If she had, she might have noticed the set of glowing eyes peering at her as the door slowly closed on the abandoned library.

The End…?

Hidden Gems

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LYHE GHIAH

Il Mheg (20, 16)

Few remember its original name of Gruenes Licht. Built while the Kingdom of Voeburt was still strong, the castle is notable for the fact that it was both the final stronghold of the kingdom during the Flood of Light, and some time afterwards the location at which Titania was sealed away after having been turned into a lightwarden.

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THE FLOATING CITY OF NYM

Outer La Noscea (14, 15)

While it is more what remains of the Floating City of Nym than the city itself in all of its splendor, it still makes for a remarkable sight. Some adventurers who had encountered the Mhachi weapon Ozma have come to believe that the city was swallowed up by the singularity, but records confirming this have yet to come to light.

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VOOR SIAN SIRAN

The Sea of Clouds (30, 36)

Floating islands are impressive, but floating lakes are said to be another matter altogether even when viewed side-by-side. Voor Sian Siran—once only beheld by a few brave explorers—is now quite well known to the average adventurer thanks to Ishgardian incursions into the region and the spread of airship technology.

atelier
ROSE

Handiwork

by yulia rose

Photoshop is a powerful photo editing tool not just for its ability to do color adjustments and manipulate lighting, but also because it has the ability to mash together images to create one unique composite image. You get the power to put yourself in any location, put your Final Fantasy XIV character next to your in-game husband or wife, or be able to hold items in-game that are not just your weapons.

Unfortunately, not everyone has the extortionate funds to get access to Photoshop to do just that. However, in regards to holding something other than a pointy or magical stick, there is another tricky yet clever way to be able to hold props into your hands for your studio screenshots using the power of XIV's housing system. I hope you guys are ready to get your hands dirty for this tutorial.

** I explained the Floating Table Top Item Glitch in detail in the August 2020 issue of GPOSERS

Here are screenshots of me holding G'raha Tia's **Sandwich Basket** in my hand. The basket is a tabletop housing item—something that you can't exactly hold freely in your hands. Oh wow, how were you able to hold the item like that, Yulia? People would usually assume that I photoshopped the basket to my empty hand...and that could be the case. However, it isn't! Nothing about this photo is manipulated with a third party tool other than GShade. All in-game! But how is that possible?

There are three things I used to create the shot. One is familiarity with the various emotes in the game to be able to make it so that my character seems to be holding the item. The second is the **Floating Tabletop Item Glitch**** to position my item neatly onto my hand. And finally, a lot of patience to be able to nitpick the positions of both your character and your item neatly to give the illusion of you holding the item. You'll see when you do it. For now, let me break down how I set up the shot.

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Let's get GLITCHING!

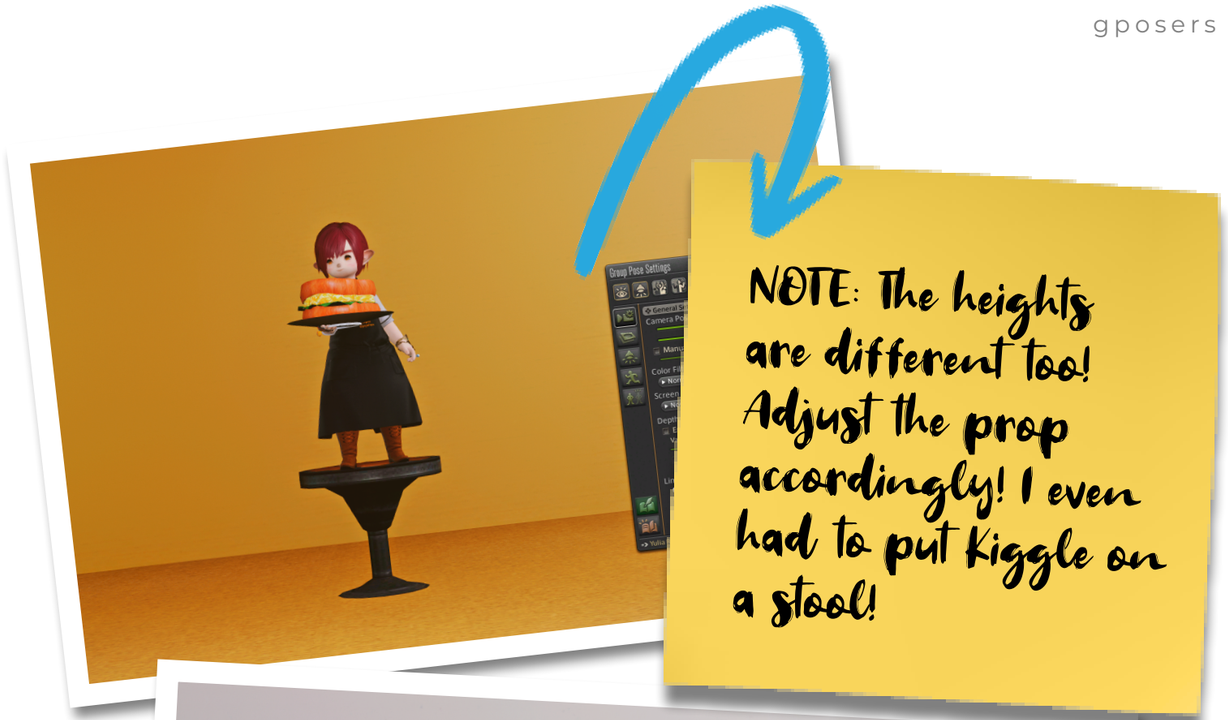
1 I positioned a **White Rectangular Partition** immediately behind my character. On the partition, I placed a **Riviera Wall Shelf** with the **Sandwich Basket** on top of it.

2 With a little bit of eyeballing, I moved the wall shelf where the base of the basket falls on the height of the palm of my hand when I do a certain emote (in this case it is the **Hand Over emote or /handover**). You don't need to be as particular if it is resting exactly on top of your hand as of the moment as long as it is aligned height-wise. You may want to check this in /gpose as well to be able to inspect it more closely.

3 When I was happy with the height, I carefully floated the basket. I made sure to rotate the basket a little bit when I was done to lock it into place.

4 It is finally time to painstakingly position my character to have the item fall into my palm. If you haven't moved from your spot since step 1 and 2, you should be able to just sneak into /gpose and take your shot! Otherwise, move your character as necessary.

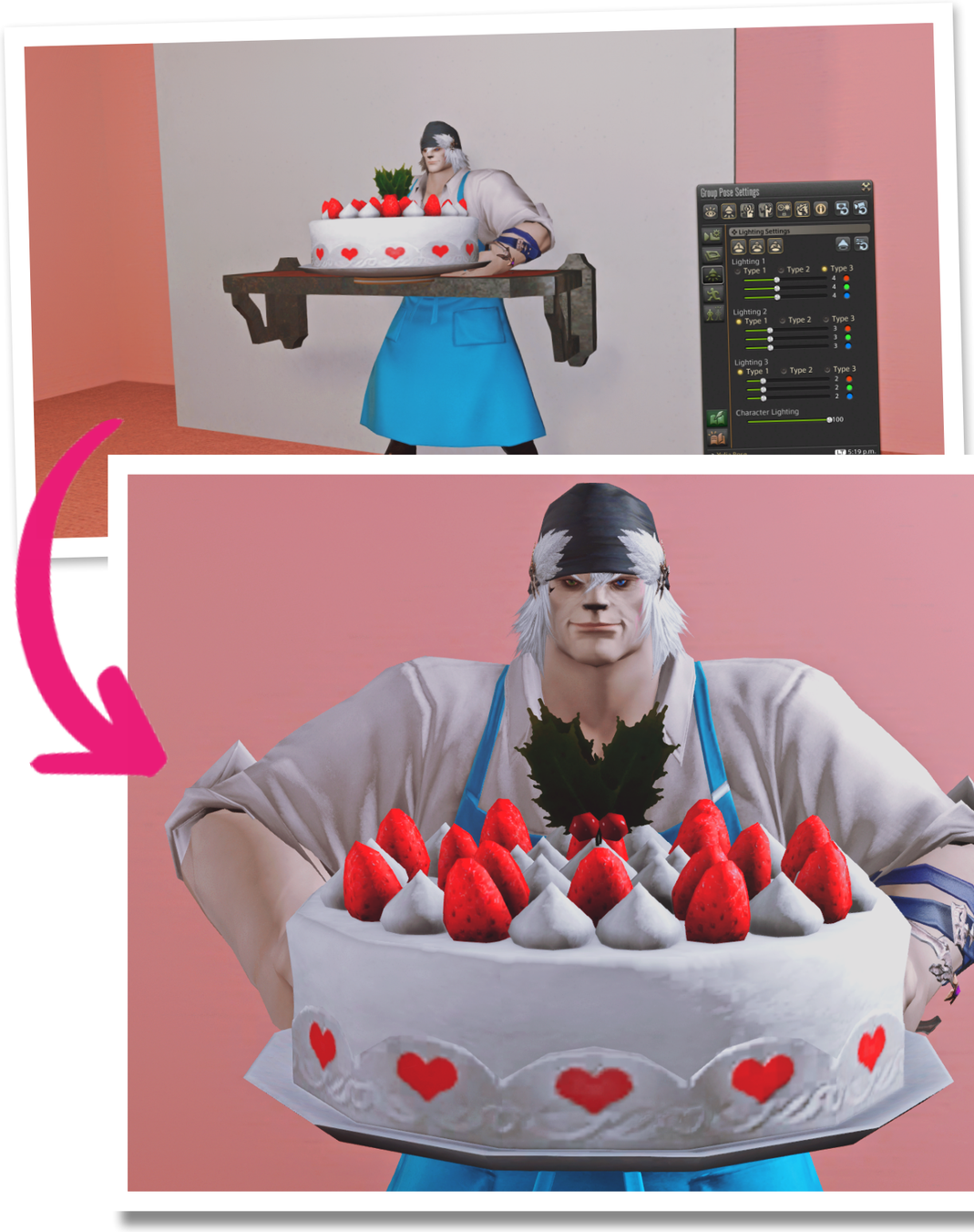
If you position yourself just right, you'll have a nice shot with a prop on your hand!



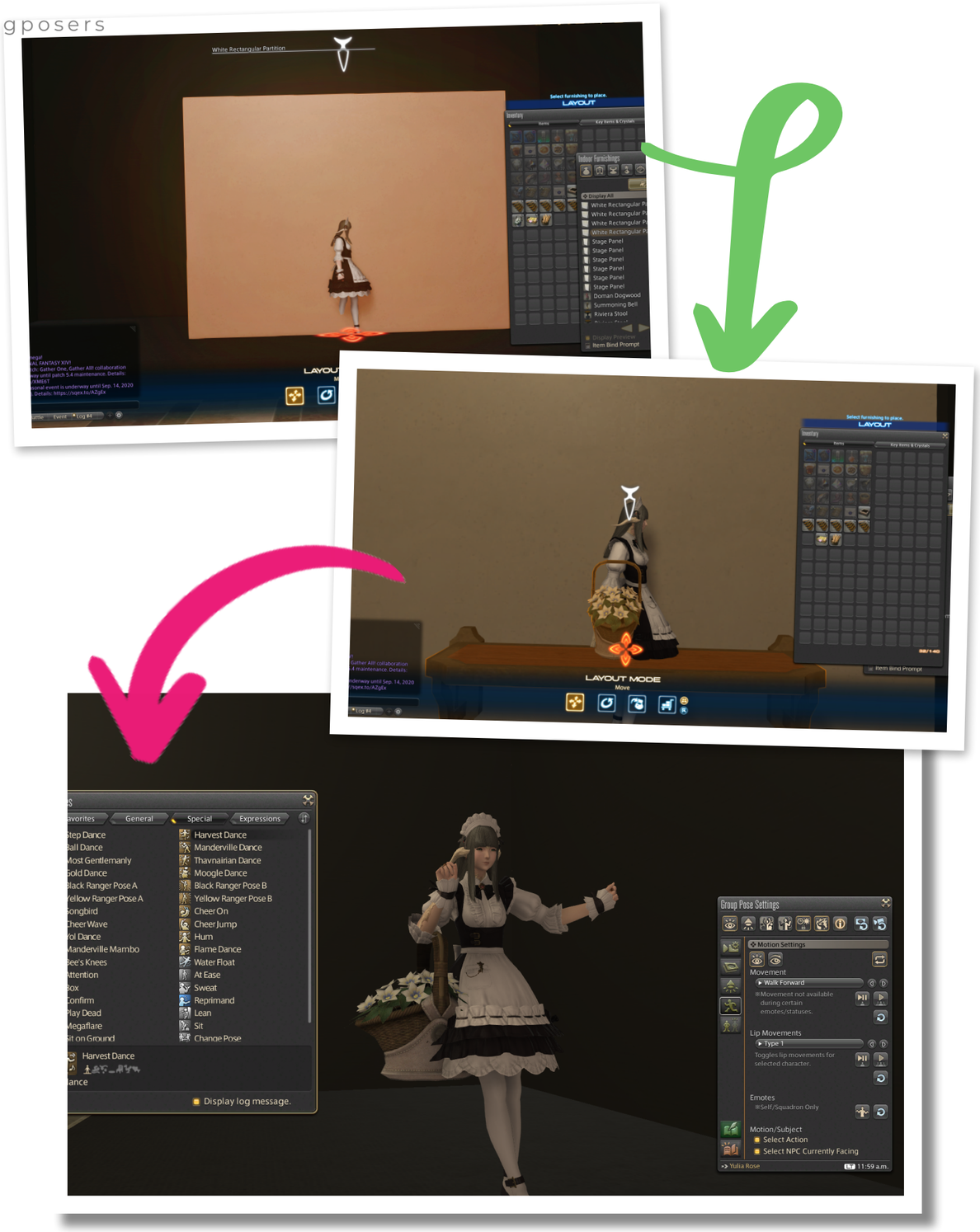
If you have noticed, some emotes project themselves differently in other races or genders. Let's take the "Huh" emote (/huh) as an example. We have our trusty designer Kiggle Pin (Lalafell) and our doting editor Kupaii Satil (Viera) both using the "huh" emote to hold up some sandwiches. Notice how the positioning of the open palm is different, therefore you have to adjust the prop accordingly.

Then we will look at that same emote in the same race but different genders. Here is a male and a female Mi'qote, represented by our very own S'enne and Minty Greywoode, checking to see if the milk has expired.

They are both using the Examine Self emote (/examineself). But again, both emotes appear differently and you will need to adjust the item accordingly!



You will also have to choose your emote depending on the size of your prop. We have our Roegadyn friend, Secret Cake, carrying a huge cake. As strong as he looks, it will look unusual if we make him use only one hand to carry quite a heavy cake. So we make him use both his hands using the Breath Control emote (/breathcontrol).



And it also doesn't have to fall into your hand as well! In this example, I position the handle of a Basket of Flowers on the inside of the elbow while I do a Harvest Dance (/hdance).

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There are a lot more possible scenarios you can recreate with this technique, so go ahead and try out different emotes that go hand-in-hand with different items! We'd love to see what you can come up with in our Discord or through our social media outlets if you use our hashtag #GPOSERS. Anyways, I hope you found this guide quite...handy for your future photoshoots!

Julia

MYTHICAL HOW-TO

BY ARKANA GREY

This month we will be doing some light Photoshop edits to make your very own Warrior of Light statue, not unlike those of gods and goddesses found in history museums. Let's get to it!

STEP 01

Using Greek and/or Roman mythology for inspiration, make a glamour. The Stormblood PvP glamour sets work very well for this.

STEP 02

Set up a photo studio. If you are not using GShade, you will need to make a dark background for your “statue” using a White Screen or two—available from Estate Manservant NPC. If you are using GShade all you’ll need is a dark room, a Porcelain Vase (also purchasable from the Estate Manservant), and finally a ChromaKey-friendly preset. The Vase is used for standing on during the ChromaKey process to remove flooring beneath your character.

If you are using GShade for your edit, make sure that the ChromaKey shader is the last active shader on your list, and activate ‘Take Transparent “ChromaKey” Screenshots’ under the DX11 tab of GShade. Adjust the shader as required.

STEP 03

While in /gpose, set up your lighting to mimic a museum’s. Usually, it will be lit from above and to the side of the subject to make dramatic shadows. Turn off your character lighting in the /gpose menu to enhance this.

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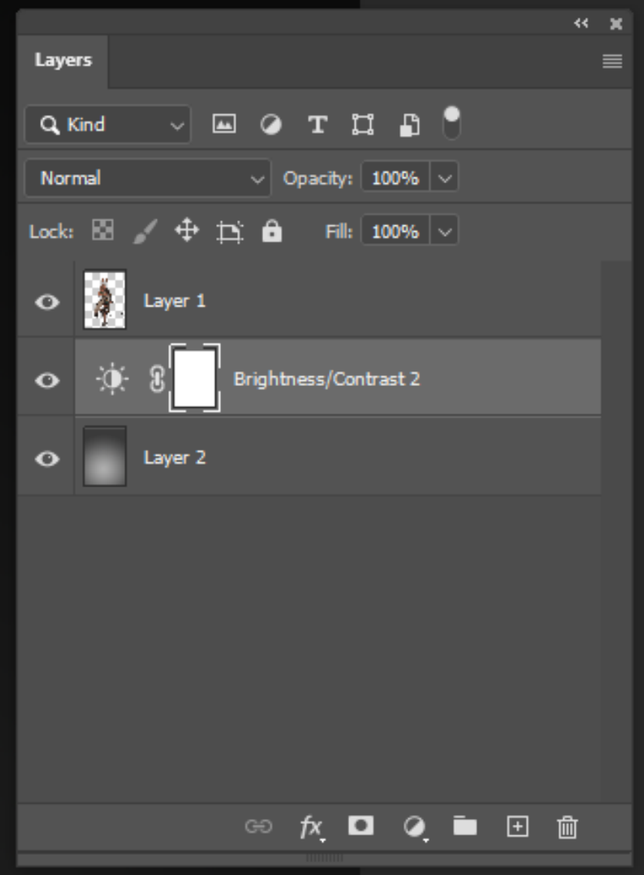
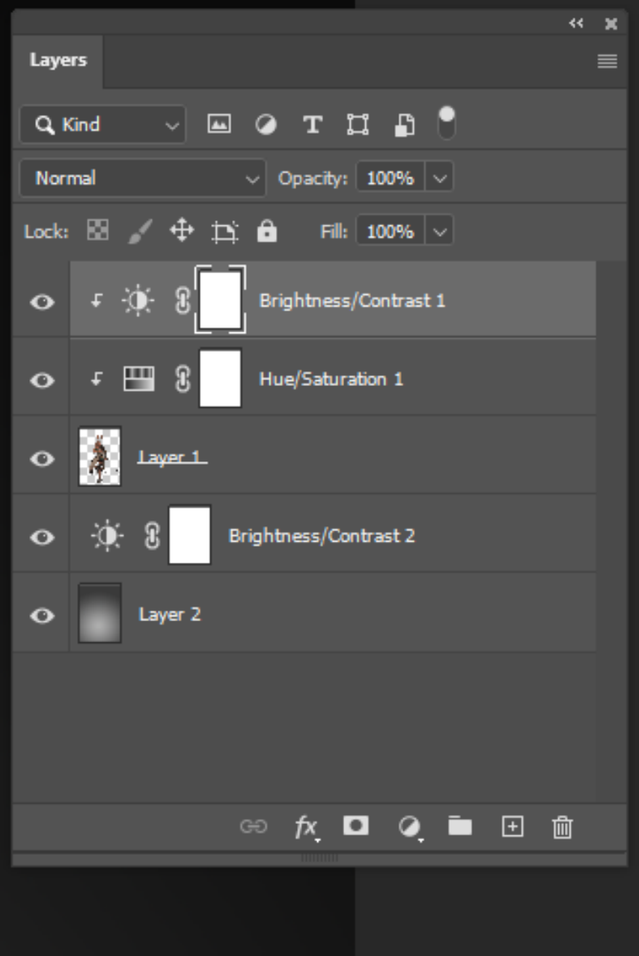


STEP 04

Open photoshop. If you have used the ChromaKey method, your character will automatically be isolated from the in-game background. Create a layer underneath and fill it with a dark gradient to mimic a simple museum backdrop.



STEP 05

Using an adjustment layer, desaturate the character and make any contrast amendments to create a dramatic effect. Don't forget to clip it to the character layer, or it will affect all the layers in your file!

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STEP 06

Using an adjustment layer, add a light brown color to the file and clip it to the character layer. Change the layer blending mode to “Overlay”. If you took your photograph in an in-game studio, you will need to paint this manually over the character.

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STEP 07

To imitate a traditional statue, we will “erase” the pupils. On a new layer, use the airbrush tool to paint over the eyes, and try to imitate the lighting so that it appears three-dimensional.

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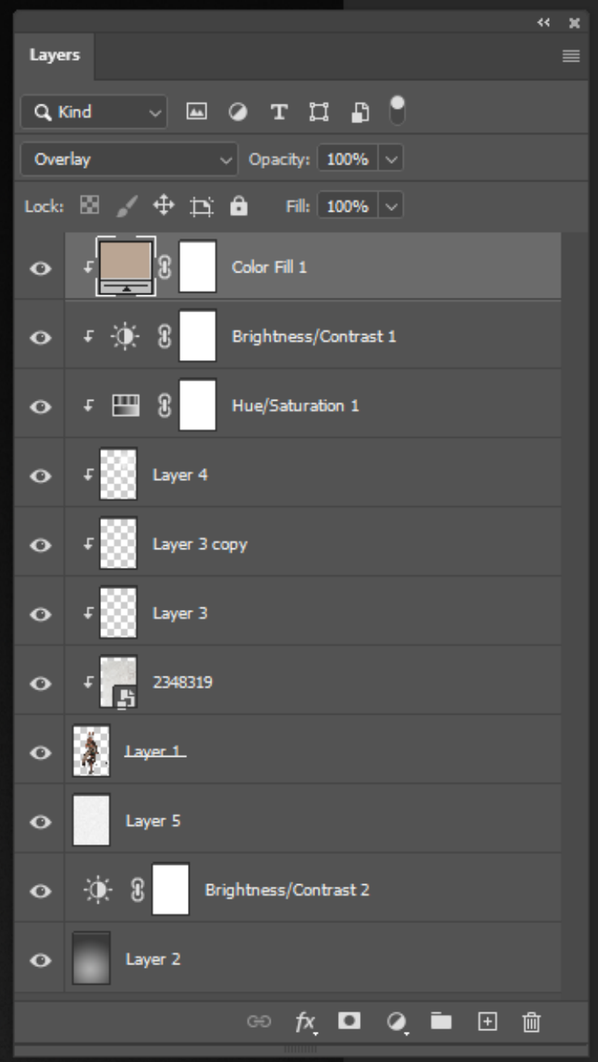

STEP 08

If any layers have unclipped, clip them back now! You can use the “Oil Paint” stylize filter to give it an artistic feel to your character like it has been sculpted. If you use the Lighting option, make sure to change the direction suited to your own lighting set up!

STEP 09 (OPTIONAL)

Download a material texture to overlay and imitate the feel of a real statue. After inserting into the software as its own layer, clip over the character layer and set the blending mode to “Multiply”. Adjust the opacity as required.

STEP 10 (OPTIONAL)

Enhance your lighting manually on a new layer using the airbrush tool. Set it to white, and set the blending mode to “Color Dodge”. You can also create a shadow for your sculpture on another layer to really make it feel real!

ET VOILA!

Your mythical Warrior of Light now has its own dedicated museum sculpture. Share your creations with us online with the #GPOSERS hashtag, or in our Discord server!

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FULL-TIME PHOTOSHOP | IT'S ALL

A BLUR

WITH S'ENNE "SENPAI" GREYWOODE

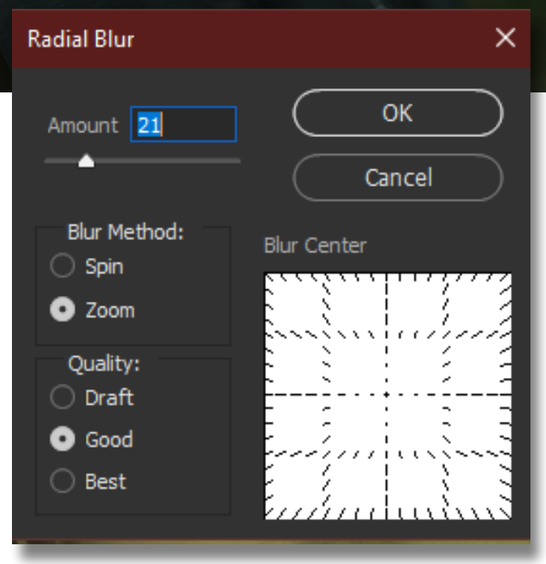
Welcome to another wonderful Photoshop guide with yours truly. And yes, I did change my name. I am now S'enne Greywoode, but for the sake of continuity and a guide title that's too good to pass up, I will adopt "Senpai" as a nickname. That aside, I figured we could take a look at the many blurring techniques that come with Photoshop, and how we can apply them within the context of a screenshot. They all have their uses, whether to emphasize landscapes or create a sense of action and dynamism. The four techniques we will be looking at are **radial blur, gaussian blur, motion blur, and tilt shift**. Let's take a look!

DIFFICULTY: EASY

*A big thank you to **Yomigami Okami of Hyperion** for providing screenshots to showcase these effects!*

RADIAL BLUR

First up is Radial Blur. What exactly is radial blur? Well, I'm glad you asked. Radial blur is described as a blurring effect that originates from a single point in an image (in this case our screenshot) that blurs outward/inward to that point. Have you ever seen that confused Mr. Krabs meme? That's radial blur. Radial blur works best when used to create a sense of excitement or action. Let's use it on a screenshot:

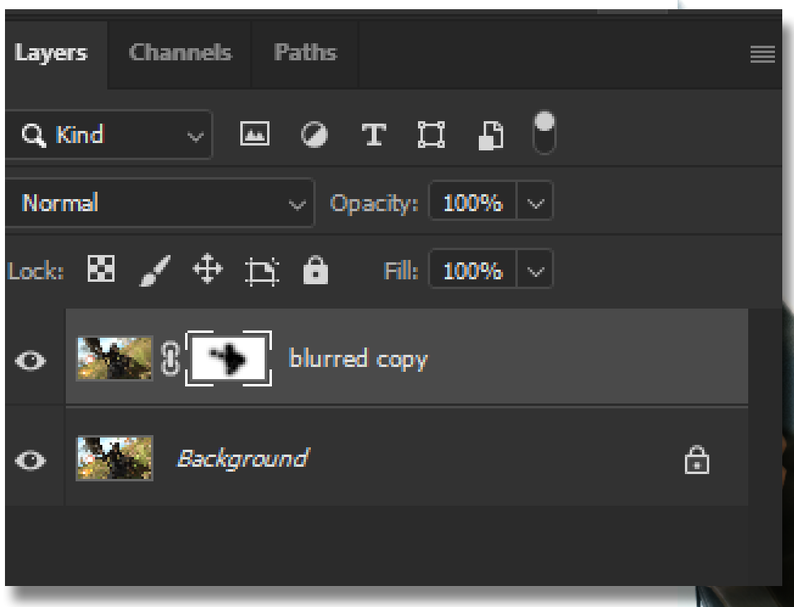


STEP 1: Load your image. Every great edit starts with a base image. I'll be using the shot above of my warrior using Nascent Flash.

STEP 2: Duplicate the layer by using the keyboard shortcut Ctrl/Cmd+J. We'll be editing this layer from here on out.

STEP 3: Now we get to the fun part: applying the blur. Go up to Filter -> Blur -> Radial Blur. A menu should pop up. Fiddle around with the settings until you find the amount of blur you prefer, then hit OK.

STEP 4: Your whole image should be an anxiety-inducing mess, so we'll need to mask off the parts of the image we don't want the blur applied to. We'll do this with a Layer Mask. Go down to the toolbar at the bottom of the layers panel and select **Add Layer Mask**.



STEP 5: Select the newly-made Layer Mask, and press **B** to set your tool to the **brush tool**. With your brush color set to black, paint over the areas you want to remain unaffected by the blur. You should see those areas are now back to normal!

FINAL: There you have it! The last step is to add whatever post-processing you desire. Maybe bump up the contrast and/or saturation if your image calls for it.

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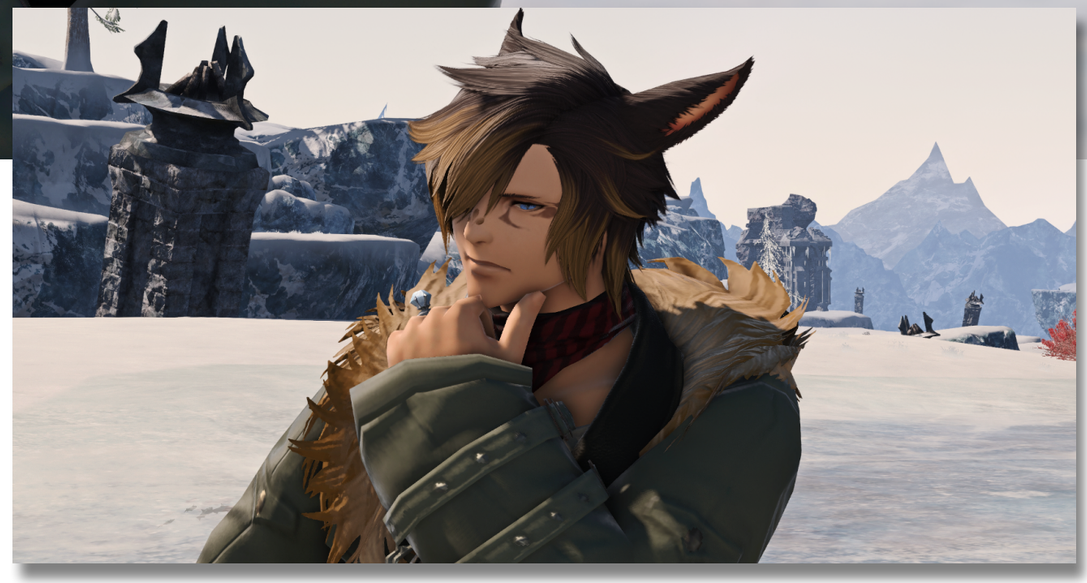
GAUSSIAN BLUR

The next blurring technique we'll look at is called Gaussian Blur. Gaussian blur comes with a whole scientific and mathematical explanation as to how it works, named after Carl Friedrich Gauss. It essentially is used to reduce noise in an image and to reduce detail. In even simpler terms: it's commonly used to recreate everyone's favorite effect—depth of field.



STEP 1: Let's open up our image! I'll be using this image of my character contemplating if he dressed warm enough for the cold Coerthan afternoon.

STEP 2: We'll want to make a selection of our character. Press **W** to set your tool to the **Quick Select tool**. Now drag the tool around your character. Take your time with this, you may need to zoom in/out with **Ctrl/Cmd++ or Ctrl/Cmd+-** respectively. Adjust your brush size with **] or [** to make it bigger and smaller.

STEP 3: Once you've made your selection, we'll want to invert it so that everything else is selected instead. Go up to **Select -> Inverse**. Alternatively, you can use the keyboard shortcut **Shift+Ctrl+I.**

STEP 4: Let's make a new layer with our newly selected background. Press **Ctrl/Cmd+J**.

STEP 5: With this new layer selected, head up to **Filter -> Blur -> Gaussian Blur**. Mess around with the settings until you find that sweet spot, and hit OK when you like the results.

FINAL: That's all there is to it. Add some additional post-processing and you should now have a nice depth of field effect!

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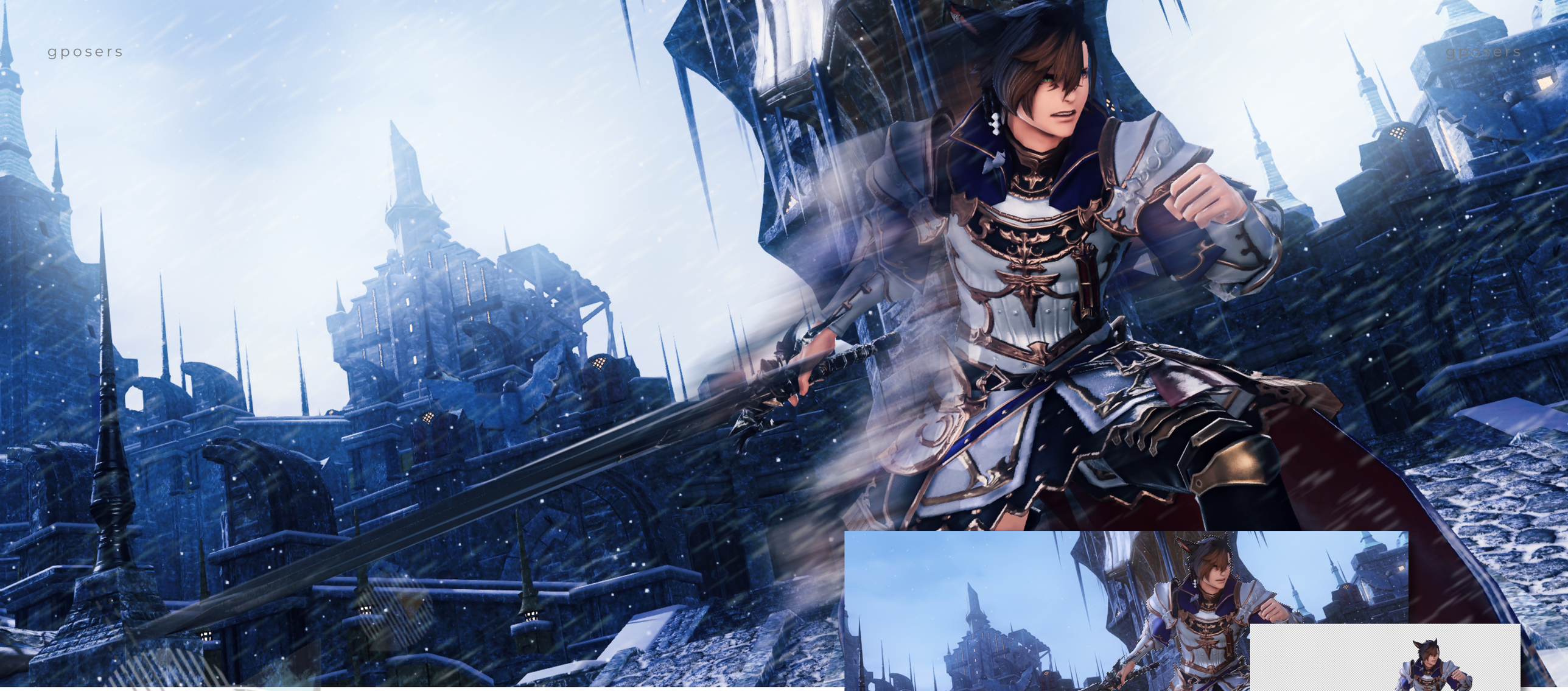


MOTION BLUR

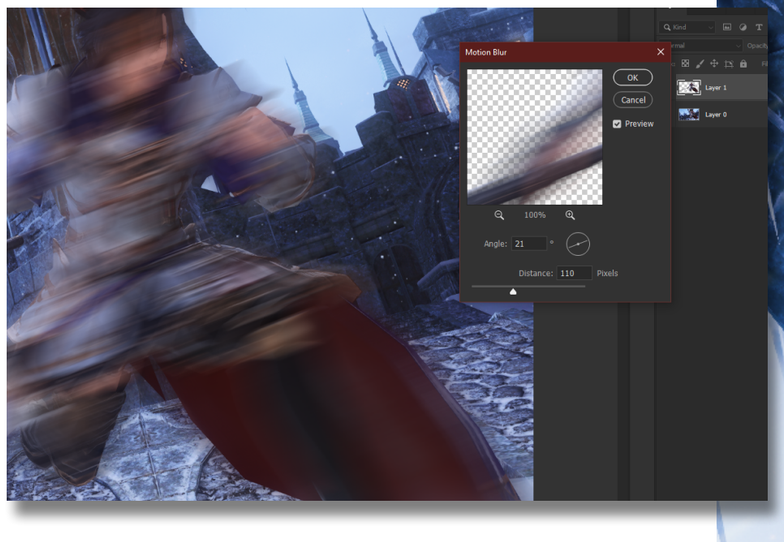
Onto Motion Blur. Motion blur is pretty self-explanatory, it's a blurring that occurs due to movement in an image, causing streaks. Final Fantasy XIV does not have motion blur natively coded into the game, but we can certainly recreate it within the world of Photoshop. Bonus points if you have a Sonic glam.

STEP 1: Let's open up our image of choice. Let's pretend S'enne here decided he was indeed not dressed appropriately and came back after changing into something more comfortable.

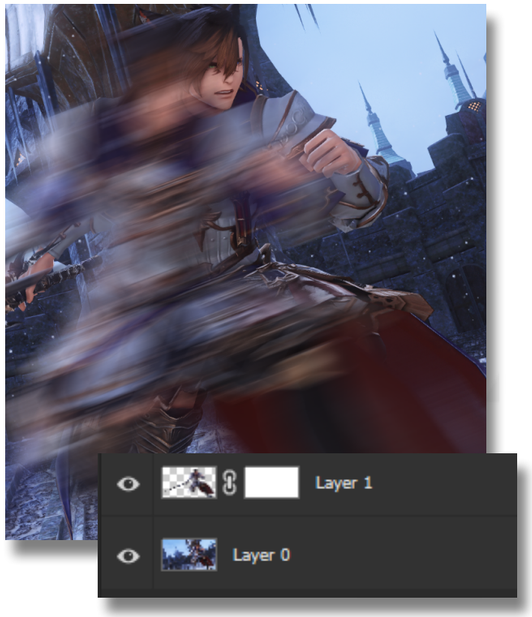
STEP 2: As we did with gaussian blur, we'll need to make a selection around our character. Press **W** and again, take your time!

STEP 3: Let's create a new layer containing our selection with, you guessed it, **Ctrl/Cmd+J.**

STEP 4: With our new layer selected, go up to **Filter -> Blur -> Motion Blur.** Adjust the angle of the blur in relation to your image, and the amount of blur until you are satisfied.

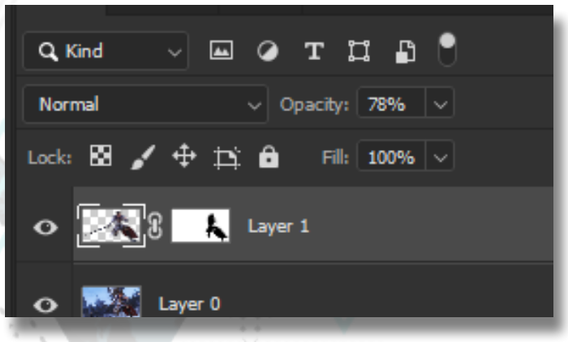


STEP 5: Next, we'll want to move our blurred image into position. Press **V** to select the **Move tool** and drag your motion blur roughly next to your character.



STEP 6: We want our actual character to show through, so we'll need to mask off the parts that we do not want the motion blur applied to. With our motion blur layer still selected, create a layer mask. Do this by going to the bottom of the layers panel and selecting **Add Layer Mask** on the Photoshop toolbar.

STEP 7: We'll want to adjust the areas where we don't want the blur applied. Press **W** to use the **Quick Select tool** and make another selection of your character. This one does not have to be perfect, but try to get at least 80% accuracy on it.



FINAL: With the layer mask selected and the selection still active, switch to the **Brush tool (B)** and make sure your paint is black. Brush over the areas you want to show through the blur. Add more edits as you see fit and let's get ready for our final technique.

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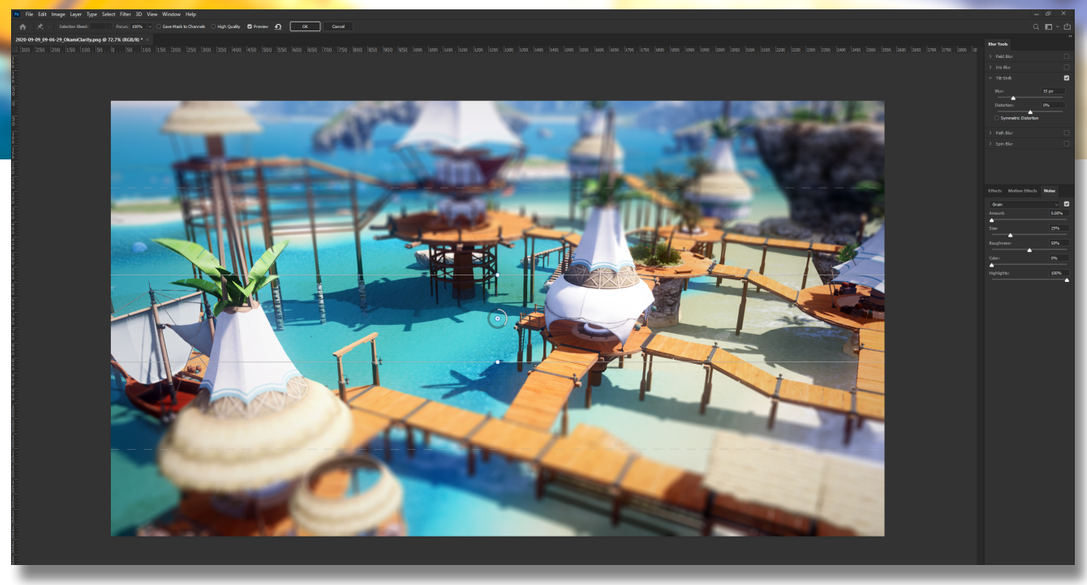
TILT SHIFT

Tilt Shift is one of my favorite blurring techniques that I do not use nearly enough. It's kind of hard to explain what exactly it does, but it does heavily affect one's perception of an image. It does this by affecting the plane of focus (tilt) and adjusting the position of the subject (shift) relative to the camera. Sounds complicated, but the most common use is cityscapes, in which the city itself looks like a miniature model of the real thing. A little harder to recreate in XIV, it can still be used to draw attention to landscapes.

Abstract Background



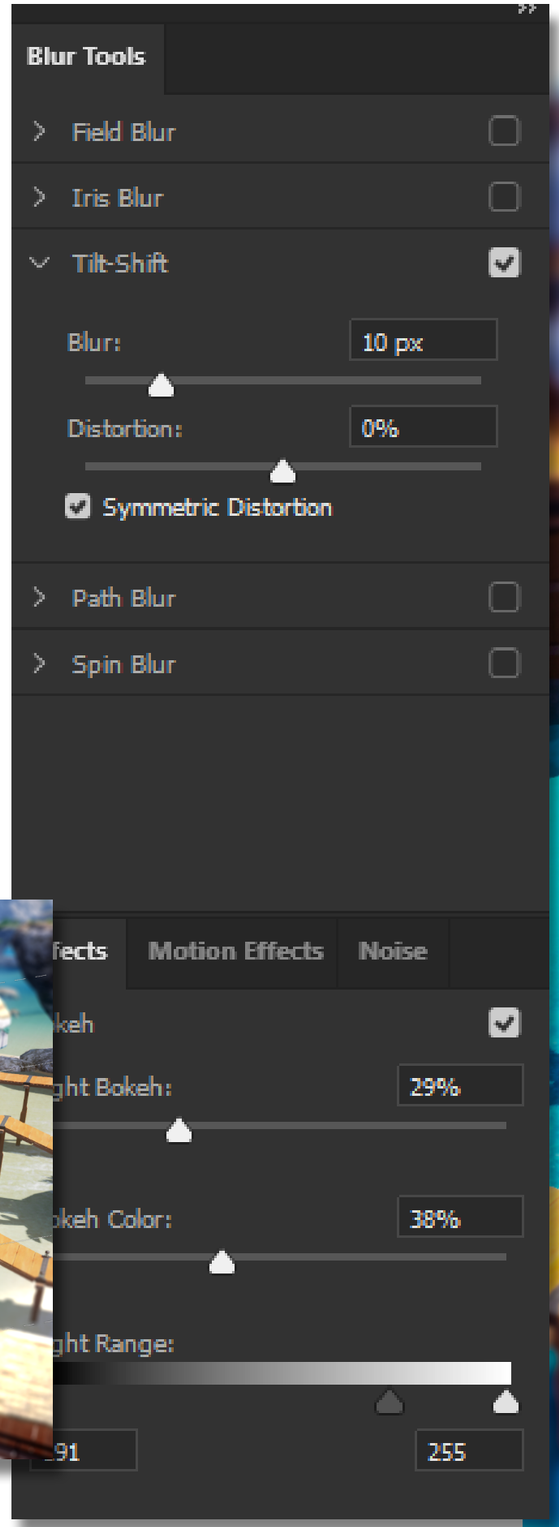
STEP 1: Open up your image of choice. I'll use this wonderful aerial view of Costa del Sol.

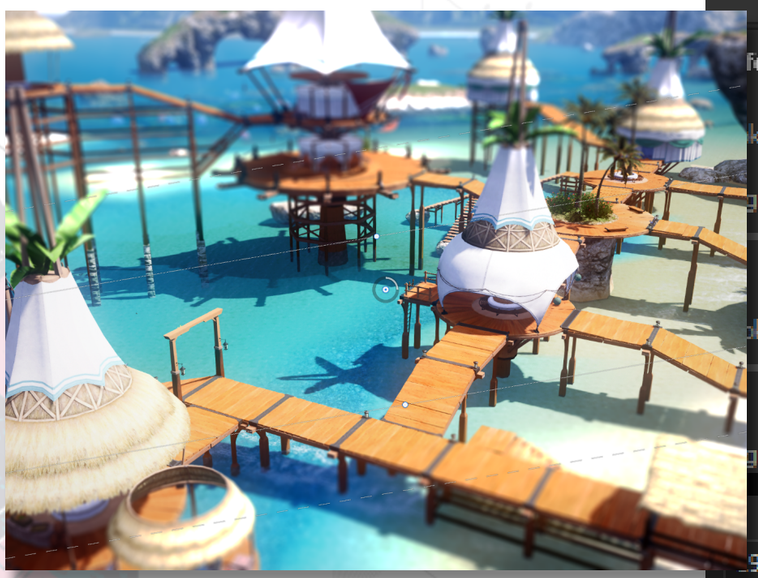
STEP 2: Head right on up to **Filter -> Blur Gallery -> Tilt Shift**. A new window should pop up containing all of Tilt Shift's parameters.

STEP 3: From here we can adjust the angle of the tilt shift, as well as the scope of its effect. Adjust to your preference.

STEP 4: You may also introduce extra effects such as Bokeh.

FINAL: Once you're happy, hit OK up top and there you go! Add some extra edits as needed/desired, such as bumping up the saturation and/or contrast.





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That was a lot of editing, so take a breather and pat yourself on the back. Hopefully, you walk away from this with some awesome new images and new skills for future edits. They are by no means complicated and can be used to add that extra bit of “oomph” to your images. If you did try out any of these edits, share them with us in the GPOSERS Discord! We’d love to see them. That’s all I’ve got for you today, so until next time, happy editing!

Signed,

Senne "Senpai" Greywoode

INTRODUCING

NUSHA ZENKO

AUTHOR, PROOFREADER

SPRIGGAN, CHAOS

Goedendag and hajimemashite! I'm Nusha, and I'll be joining the staff as a writer and proofreader. I am a lesbian Goth from Sweden, where I live in a windmill on the Smorgasbord fjord with an imaginary cat called Elektra and enjoy kebab pizza, which is of course the national dish.

I have a minor alt addiction and have in fact completed Shadowbringers six times now, but I have it under control. I do. It's not like I have plans to run it twice more. *laughs nervously*

Don't be surprised if you encounter my somewhat hyper alter-ego Rei Rei, who will tell you that the true endgame is cosplay, and who would happily grind dungeons for a week to get the exact right hat in order to dress up as an NPC you've never heard of.

My hobbies include tanking, sleeping, and making up lies to strangers. My blood type is B and my sign is "Abandon hope all ye who enter here".

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Interested in joining GPOSERS Staff?
Inquire about our available roles and positions at one of our many points of contact and we'll be delighted to have a chat.
We look forward to working with you!

WE ARE CURRENTLY RECRUITING:

Photographers, Translators, and Cinematographers

CONTACT GPOSERS:

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Azena Alisae
KUJATA
A